LANDING PARTY MANUAL

UNITED STATES NAVY

1960

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THE SECRETARY OF THE NAVY,
WASHINGTON, D.C., *25 November 1960*

LETTER OF PROMULGATION

The Landing Party Manual, United States Navy, 1960, contains instructions for Naval landing parties and emergency ground defense force units and it is issued for the use and guidance of the U.S. Naval Service. It is effective upon receipt and supersedes the publication Landing Party Manual, United States Navy, 1950, and all subsequent changes thereto.

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RECORD OF CHANGES

Change No.	Date entered	Authority	Entered by—	Rank

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 1

INTRODUCTION

CHAPTER 1

INTRODUCTION

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SECTION I

SCOPE OF MANUAL

	Par.	Page
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1-1 SCOPE OF MANUAL.—*a.* The drills and instructions set forth in this manual are intended as a guide for the training and operations of landing parties organized by units afloat and emergency ground defense force units organized at naval shore establishments. Where instructions refer to units afloat or naval landing parties, it is intended that such instructions be utilized by shore stations and naval emergency ground defense forces (NEGDF) as applicable.

b. (1) Modern warfare requires highly trained units for successful operations against a major enemy force. Neither the time, facilities, nor opportunity are ordinarily available for gathering together several ships' landing parties for the specialized training of a combat unit that is necessary for a major ground force operation.

(2) The conduct of military operations of the nature usually associated with modern amphibious operations or major land warfare is beyond the scope of this manual. Ground force operations are secondary duties for Naval personnel; however, a reasonable state of readiness for such action should be maintained.

c. The drills, ceremonies, combat principles, tactics and techniques herein described have been prepared to assist ships' landing parties to accomplish the organization and training necessary to be in readiness for:

(1) Limited ground force operations.

(2) Military police duties during disturbances.

(3) Parades and ceremonies.

d. The scope of *c*(1) above has been generally confined to:

(1) Emergencies requiring weapons no larger than small arms,

(2) Emergencies requiring equipment limited to that which can be reasonably carried on the person or supplied from other equipment and stores normllay available, and

(3) Operations lasting approximately one week.

e. Detailed information contained in other publications which are issued by or are available to the naval service has been omitted from this manual, except by reference. In general, training requirements are adequately covered in this manual. Detailed instructions and more extensive training when required may be supplemented by applicable publications indicated in the list of Marine Corps training publications, list and index of Army publications and other technical publications promulgated by offices and bureaus of the Navy Department.

SECTION II

ORGANIZATION OF NAVAL LANDING PARTY

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1–2 GENERAL.—*a.* Each ship (for which the organization is specified in 1–3*b* below), division, force, and fleet shall maintain a permanently organized naval landing party consisting of headquarters, rifle, machine gun, and other units as prescribed by the force or fleet commander. Shore stations will maintain naval emergency ground defense force (NEGDF) organizations consisting of headquarters, rifle and other units as prescribed by the responsible naval authority.

b. The organization will follow the pattern outlined herein, and flexibility to meet the requirements of a specific task will be provided by deletion or addition of an entire element (squad, platoon, etc.).

1–3 SHIP'S LANDING PARTY.—*a.* The ship's landing party varies in size and composition according to the type of ship. It is mandatory that smaller ships follow their designated organization closely in order that the units of several ships or shore stations may be banded together to form a larger ground force with balanced subordinate units of known personnel and weapon strength.

b. Combatant ships are required to maintain a naval landing party organization as follows:

BB, CVA classes, CVS	One rifle company. (*Note 1.*)
CVL, all cruiser classes	One rifle company. (*Note 1.*)
AGC, AKA, APA, LSD, LPH, LPD	One rifle platoon.
DL/DD/DM/DE classes, APD, AVD	One rifle squad.

c. Division flagships of BB, CVA classes, CVS, CVL, and cruiser classes are required to organize battalion headquarters companies for battalions formed by their divisions in addition to the regular ship's landing party. (See par. 1–15*c.*) (*Note 1.*)

d. Two platoon headquarters and one company headquarters will be organized by squadrons of DL/DD/DM/DE classes. This will be in addition to the ships' regular landing parties and will be organized in accordance with paragraphs 1–12*b* and 1–14*c.*

e. Only those types of vessels listed in paragraph 1–3*b* above are required to form a naval landing party.

Note 1. Not obligatory for CV classes in time of war or national emergency.

1–4 NAVAL GROUND FORCE ORGANIZATION.—*a.* A naval landing party for a specific task may consist of naval personnel from one or more ships organized, equipped and capable of ground force operation under command of the senior officer present or a commander assigned by appropriate authority.

b. A naval emergency ground defense force (NEGDF) may consist of naval personnel from one or more shore establishments or a combination of shore base personnel and landing parties from units afloat, organized, equipped, and capable of ground force actions under command of the senior officer present or a commander assigned by appropriate authority.

c. Service organization.—The organization and equipment prescribed herein will indicate the desired standard for ship, division, force and fleet naval landing parties.

d. Parade organization.—When a landing party is required to take part in a parade or ceremony, the organization of personnel in units should remain the same as the service organization, but equipment carried may be modified to conform to the nature of the ceremony.

1–5 EQUIPMENT AND AMMUNITION.—*a.* Since it is intended that the naval landing party will not be employed beyond the scope of "limited ground force operations" during an emergency, the equipment and weapons prescribed are limited to light infantry weapons and equipment which can be carried on the person.

b. For equipment and weapons authorized, see the current NAVWEPS List of Small Arms and Infantry Equipment for Naval Ships and Stations.

c. For ammunition authorized, see the current NAVWEPS List of Small Arms Ammunition Allowances for All Ships and Stations.

d. Many items of equipment and supplies required for specific operations must be provided from that which is normally stocked for performance of primary missions.

e. Naval emergency ground defense force units will be organized and equipped as prescribed for naval landing parties, except that: M1 rifles will be substituted for automatic rifles, if the latter are not authorized; M1 rifles will be substituted for carbines, but commanding officers may prescribe instead the automatic pistol, caliber .45, for officers so armed; and Browning machine gun, caliber .30, M1917A1 may be substituted for Browning machine gun, caliber .30, M1919A4.

1–6 BASIS OF ORGANIZATION.—The organization of the various units described in this manual are based on the "L" Series Marine Corps Table of Organization. Although equivalent Marine Corps units are no longer so organized, this organization is best suited to the missions assigned naval landing parties.

1–7 PRIORITY OF PERSONNEL.—*a.* At the discretion of the commanding officer, the landing party personnel requirements from any ship should not be taken from personnel normally required for:

(1) Split plant operation of the engineering department on a watch-and-watch basis.
(2) The operation of all aircraft.
(3) The operation of one turret.
(4) The operation of all antiaircraft batteries.
(5) The operation of all control stations.
(6) Manning of CIC and radar on a watch-in-three basis.

b. The size of naval emergency ground defense force units at shore stations will be limited by the maximum number of personnel that actually can be made available on an additional duty basis to accomplish the necessary training and be capable of accomplishing the tasks required.

1–8 TRAINING.—Periodic training is necessary to keep the naval landing party organization in a state of readiness for any of its probable tasks. Training should be continuous and integrated with primary employment schedules. An annual schedule should be accomplished which will produce the readiness required to accomplish the missions specified in the emergency plans.

1–9 USE OF MARINES.—Marines will compose the entire landing party whenever the number present is adequate. In a mixed force the special training of Marine officers and men will be utilized to the greatest practicable extent to increase the efficiency of the force.

1–10 RATINGS AND RANKS.—Throughout this manual ratings and ranks of various members of the units discussed are given as a guide to show relative importance of the various offices and as such are not mandatory.

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SECTION III

ORGANIZATION OF UNITS WITHIN NAVAL LANDING PARTY

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1–11 ORGANIZATION OF THE RIFLE SQUAD.—A squad at normal strength consists of squad leader, 3 fire team leaders, and 9 men, a total of 13.

1–12 ORGANIZATION OF THE RIFLE PLATOON.—*a.* The rifle platoon at normal strength consists of platoon headquarters and 3 rifle squads, a total of 1 officer and 44 enlisted.

b. The platoon headquarters is composed of:

1 lieutenant (jg) or ensign—platoon leader.
1 petty officer, second class—platoon chief (second in command).
1 petty officer, third class—platoon guide.
3 men—messengers.

c. The platoon, once organized, should be maintained as a platoon until its strength is reduced below two squads.

d. Platoons organized for independent missions, or a ship's landing party the size of a platoon, should include such of the followning as are considered necessary for contemplated operations:

(1) Medical officer or hospital corpsman and litter bearers as required.

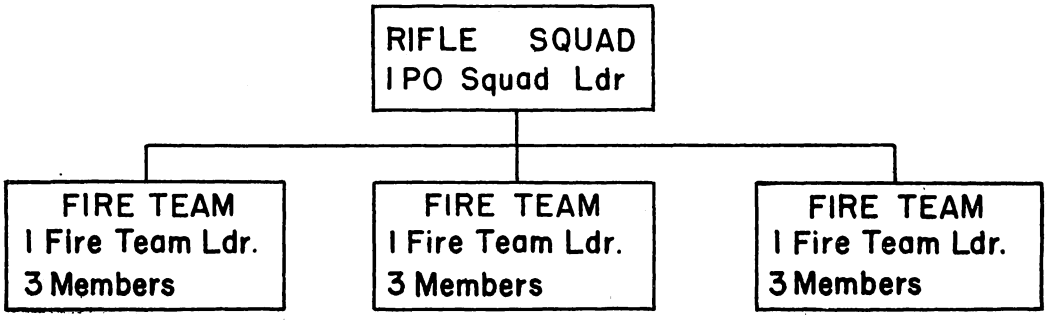

FIGURE 1.—Organization, the rifle squad.

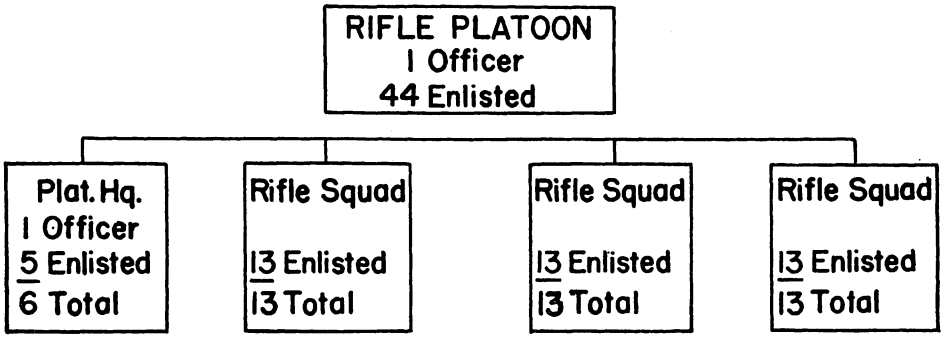

FIGURE 2.—Organization, the rifle platoon.

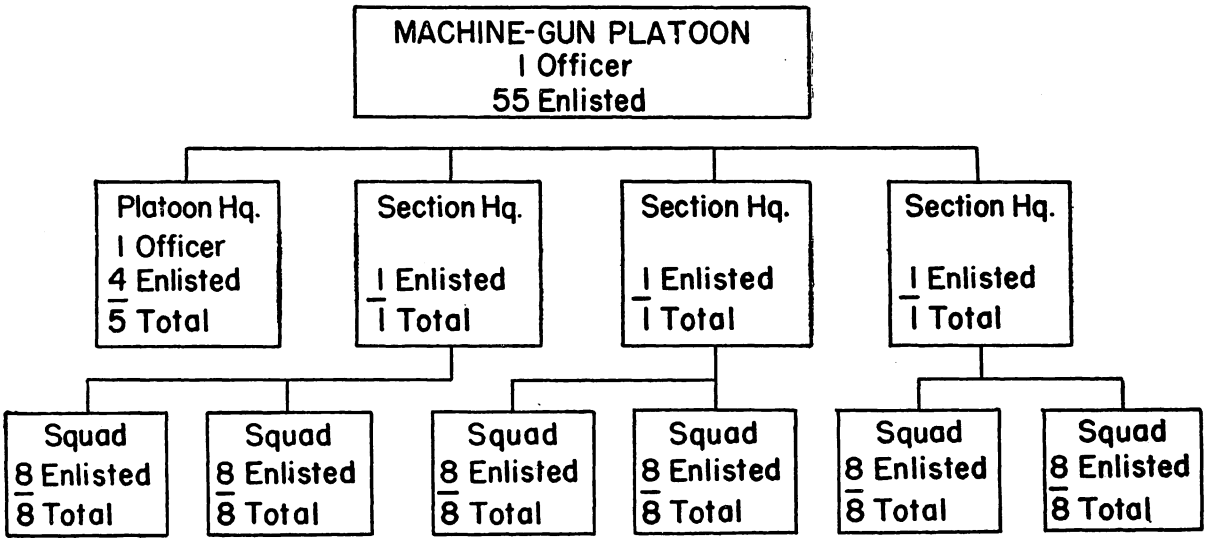

FIGURE 3.—Organization, the machine gun platoon.

(2) A supply group of one storekeeper, one ship's cook (to handle emergency rations), and an "other duty" detail of two men assigned to platoon headquarters.

(3) One machine gun section.

(4) A signalman as one of the platoon messengers.

1-13 ORGANIZATION OF THE MACHINE GUN PLATOON.—*a.* The machine gun platoon at normal strength is composed of 1 officer and 55 enlisted. The platoon is composed of platoon headquarters and 3 sections.

b. The platoon headquarters is composed of:

1 lieutenant (jg) or ensign—platoon leader.
1 petty officer, first class—platoon chief (second in command).
3 men —(1 ammunition man, 2 messengers).

c. Each section is composed of a section headquarters and two squads. Each section headquarters is composed of one petty officer third class as section leader. In addition to individual weapons, each squad rates one Browning machine gun, caliber .30, M1919A4.

d. When reenforcing other units for special missions, the section should be the smallest reenforcing element of the platoon.

1-14 ORGANIZATION OF THE RIFLE COMPANY.—*a.* The rifle company at normal strength is composed of company headquarters, 3 rifle platoons, and 1 machine gun platoon, a total of 6 officers and 195 enlisted.

b. The initial organization of the company should be maintained as far as practical. If any platoon within a company is reduced below two squads, it is either increased to the required number by transfers from other platoons, or it is broken up and its members assigned to other platoons. A company reduced in strength to less than four squads should be organized as a single platoon, but retains the company designation.

c. Company headquarters.—The company headquarters organized as the headquarters section is composed of two officers and eight enlisted as follows:

1 lieutenant, USN—company commander.
1 lt. (jg) or ensign—executive officer.
1 chief petty officer—company CPO (first sergeant).
1 petty officer, first class—infantry chief.
1 petty officer, second class—pharmacist mate.
1 petty officer, third class—storekeeper.
1 man—signalman.
1 man—small-arms gunner's mate.
2 men—messengers.

d. A company organized for independent missions, or a ship's landing party the size of a company on an independent mission should include in its company headquarters such of the following as are considered necessary for the contemplated operation:

(1) Medical section of one medical officer or additional corpsmen and litter bearers from company personnel as required.

(2) Ammunition and ration party consisting of two nonrated men per platoon.

(3) Artificers.

1–15 ORGANIZATION OF THE INFANTRY BATTALION.—*a.* A naval landing party battalion at normal strength is composed of three rifle companies and a headquarters company. The organization of a naval landing party battalion should be modified as necessary to enable the battalion best to perform its anticipated mission. Suitable modifications in battalion organization might include:

(1) Reducing the battalion to two rifle companies.

(2) Omitting the machine gun platoons in companies.

(3) Reducing or increasing personnel in the battalion headquarters company.

b. For ceremonies and parades, the machine gun platoon in the rifle companies may parade as a rifle platoon. Band personnel may be added to battalion headquarters company for ceremonies.

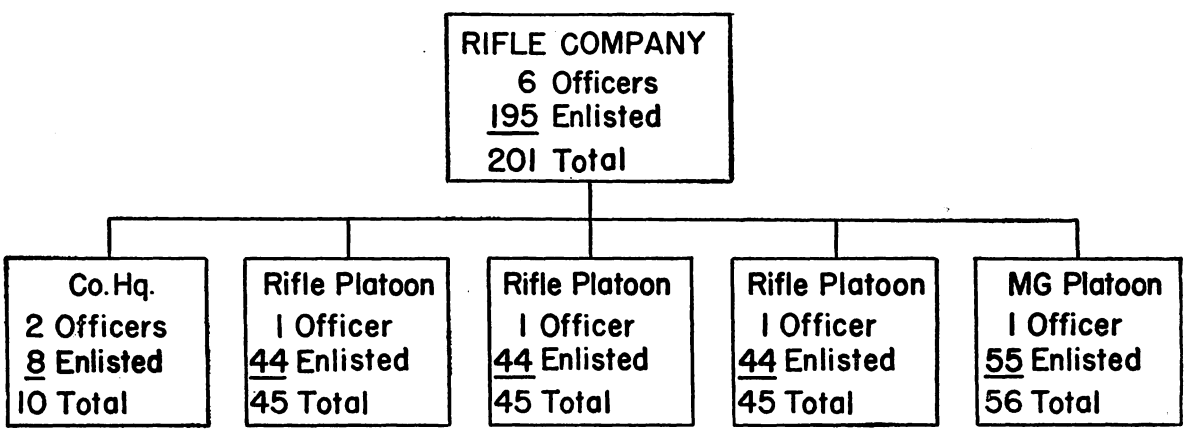

FIGURE 4.—Organization, the rifle company.

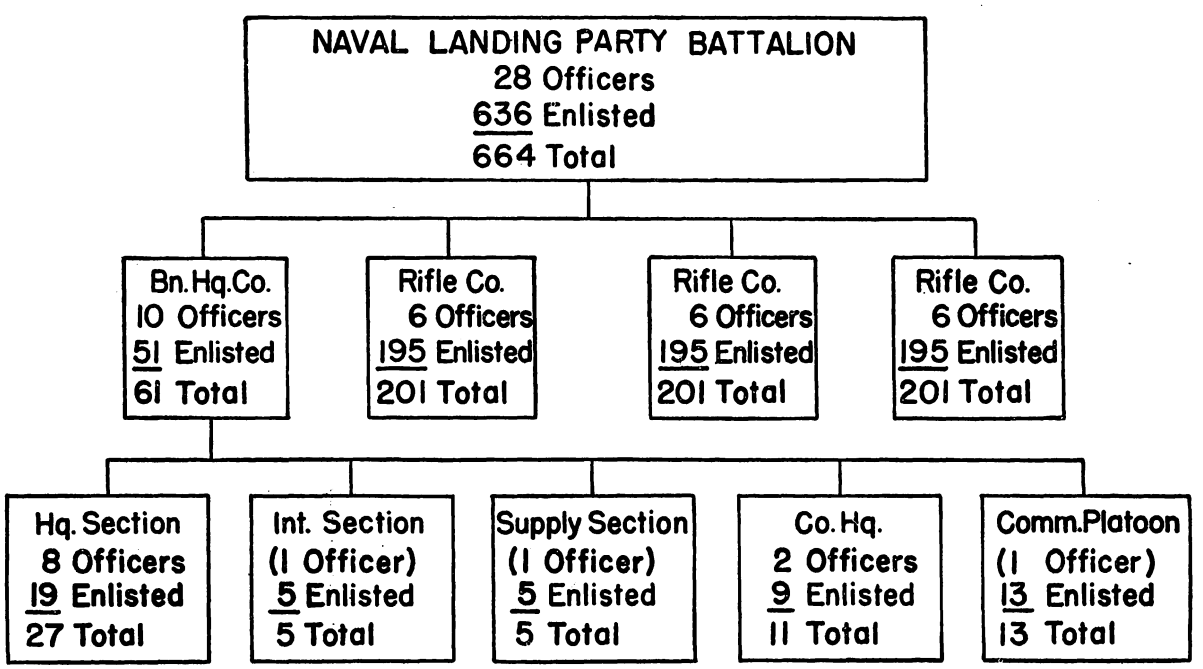

FIGURE 5.—Organization, naval landing party battalion.

c. The battalion headquarters company furnishes the personnel and equipment necessary to the battalion commander for the proper execution of his command and administrative functions, and such other personnel as will enable the battalion to be self-contained. The headquarters company is broken down into subdivisions. The composition of each subdivision as shown below should be followed as a guide. In some cases two or more functions may be filled by one officer.

(1) *Headquarters section.*—Provides for the command, supply, and administration of the battalion as a whole. It comprises:

1 commander—battalion commander.
1 lt. commander—executive officer.
The commissioned and enlisted staff. (See par. 1–15*e*.)

(2) *Company headquarters.*—Provides for the command, supply, and administration of the battalion headquarters company only. It is composed of:

1 lieutenant—company commander.
1 lt. (jg) or ensign—company executive officer who also acts as battalion chemical officer.
1 chief petty officer—infantry chief and company chief petty officer.
1 petty officer, first class—yeoman.
1 petty officer, third class—carpenter's mate.
2 field men—musics.
4 men—other duty.

(3) *Communication platoon.*—The communication platoon comprises a platoon headquarters, message center and messenger section, and radio, visual, and panel section.

(*a*) Platoon headquarters is composed of:

1 lt. (jg) or ensign—battalion communication officer, carried in complement of the battalion staff.
1 petty officer, first class—second in command. A signalman or radioman capable of coordinating the work of the sections.

(*b*) *Message center and messenger section.*—In general, a message center corresponds to a communication office aboard ship. As far as practical all outgoing messages are dispatched through it and all incoming messages are received, recorded, and delivered by it. This section furnishes messengers to the battalion commander and staff as required. Additional messengers may be assigned from rifle companies. It is made up as follows:

1 petty officer, third class—communication yeoman in charge.
1 man—yeoman striker.
4 men—messengers.

(*c*) Radio, visual, and panel section made up as follows:

1 petty officer, third class—radioman in charge.
4 men—handle radio, visual, or panel duties as prescribed.

(4) *Supply section.*—This section, working for the supply officer on the battalion staff, is organized as follows:

1 petty officer, first class—assistant to the supply officer.
1 petty officer, third class—ammunition and ordnance.
3 men—other duty as prescribed by supply officer.

(5) *Intelligence section.*—Commanded by the battalion intelligence officer, carried in the complement of the battalion staff, composed as follows:

1 petty officer, second class—yeoman in charge.
1 man—yeoman striker (draftsman).
1 man—yeoman striker (intelligence clerk).
2 men—scouts and observers.

(6) *Medical section.*—The medical section is incorporated in the Headquarters section and is composed of 1 medical officer and 11 enlisted. Corpsmen may be prorated to the rifle companies, a portion retained to form the battalion aid station.

d. Responsibility for training the battalion headquarters company.—(1) The company commander is responsible for the general training of the company and for supervision of special and technical training.

(2) The responsibility for the special and technical training of each platoon and section is normally placed upon the officer under whom the platoon or section functions.

(3) Company training will include close-order drill.

e. The battalion staff.—The commissioned and enlisted staff of the battalion commander is as follows:

1 lieutenant commander—second in command; battalion executive officer.
1 lieutenant—operations officer.
1 lieutenant—supply officer.
1 lieutenant—medical officer.
1 lt. (jg) or ensign—adjutant.
1 lt (jg) or ensign—communication officer.
1 lt. (jg) or ensign—intelligence officer.
1 chief petty officer—battalion chief petty officer.
1 chief petty officer—chief commissary steward.
1 petty officer, first class—yeoman.
1 petty officer, second class—yeoman.
2 petty officers, third class—yeoman.
1 petty officer, third class—gunner's mate.
1 man—yeoman striker.

In addition to the above are one chief petty officer, six petty officers, and four hospital apprentices, which make up the battalion medical section.

f. Duties of the members of the battalion staff.—(1) *Executive officer.*—In general, his position corresponds to that of an executive officer of a ship. He coordinates the work of the other staff members and is in command in the absence of the battalion commander.

(2) *Battalion adjutant.*—Responsible for staff functions relating to personnel. In addition he supervises:

(*a*) Postal service.

(*b*) Reports concerning, and handling of, prisoners of war and enemy civilians.

(*c*) Strength and casualty reports, station bills and rosters, and other personnel statistics.

(*d*) General regulations and routine administration which especially concern personnel, or routine not otherwise assigned to another staff section.

(3) *Intelligence officer.*—Responsible for the collection, classification, and evaluation of information concerning the enemy and the dissemination of the resultant intelligence. His primary function is to keep the commander informed with regard to the enemy's situation and probable intentions. In combat, his section maintains one or more observation posts within his organization's zone of action or area. His duties also include employment of translators and interpreters and procurement and distribution of maps. He also keeps the commander informed with regard to disposition of friendly neighboring units.

(4) *Operations officer.*—Responsible, in general, for those functions which relate to organization, training, and operations. He arranges for coordination and employment in combat, of the combined elements. He performs the following:

(*a*) Prepares for, and supervises:

1. Training.
2. Tactical disposition of troops.
3. Security measures, reconnaissance, and liaison with adjacent units.

(*b*) Keeps himself informed with regard to:

1. Adaptability of terrain for combat operations.
2. Instructions, tactical plans, and operation orders received from higher or adjacent units.

(*c*) Prepares written operation orders, and after they are approved, is responsible for their timely delivery to the troops. Prepares estimates of the situation and plans for combat when required. Assists the organization commander in the preparation and issuance of oral operation orders.

(*d*) Keeps the war diary.

(5) *Supply officer.*—The supply officer is responsible, in general, with all matters relating to supply. His duties include the supervision of activities concerning:

(*a*) Procurement, storage, and distribution of all supplies, including rations and ammunition.

(*b*) Procurement of shelter and facilities, including their leasing, repair, maintenance, and disposition.

(*c*) Construction of facilities relating to supply, shelter, and transportation.

(*d*) Payment for damages or claims.

(*e*) Payment for hired labor.

(6) *Communication officer.*—His duties include:

(*a*) Command of the communications platoon, and responsibility for its technical training and functioning.

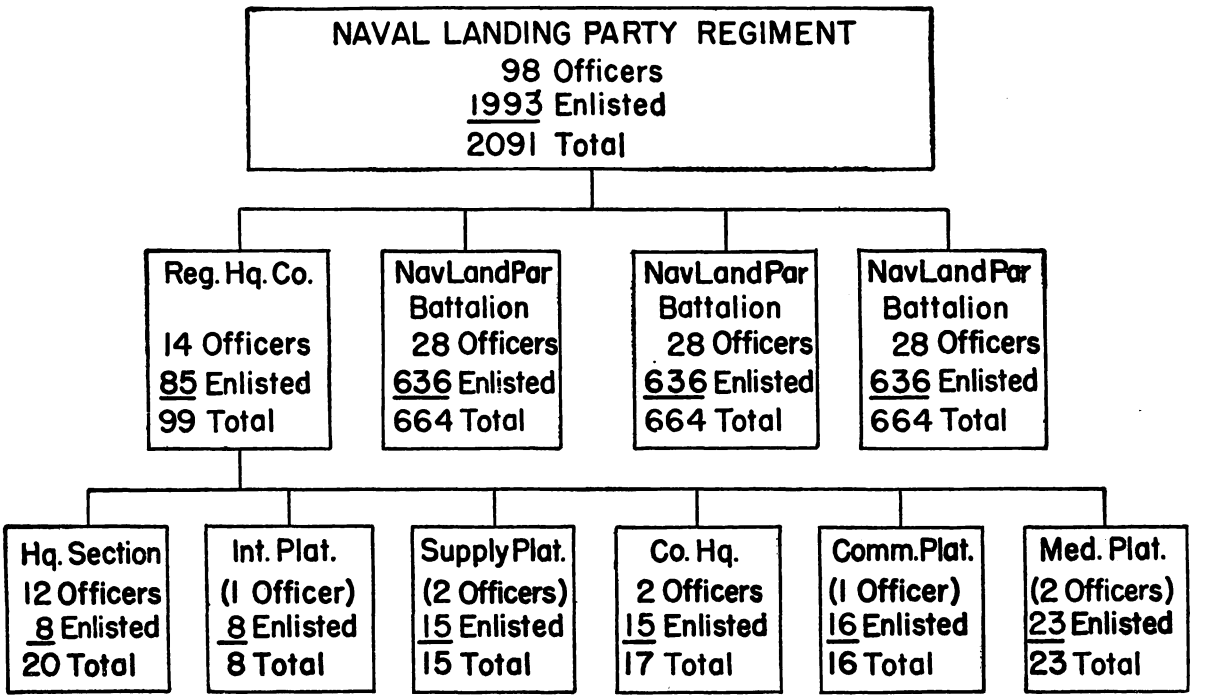

FIGURE 6.—Organization, naval landing party regiment.

(*b*) Establishment and operation of the signal communication system, including the message center.

(7) *Medical officer.*—His duties include:

(*a*) Technical advisor to the commander and the staff on all matters pertaining to the health and sanitation of the command, or occupied territory; the care and disposition of sick and wounded; the location and utilization of medical personnel; and the training of all troops in hygiene, sanitation, and first aid.

(*b*) Supply of medical and dental equipment and supplies.

(*c*) For additional duties see Medical Department Manual, U. S. Navy.

1–16 ORGANIZATION OF THE REGIMENT.—*a.* A naval landing party regiment at normal strength comprises a headquarters company and two or more battalions (usually three). As the regiment is envisaged to be formed only for parade purposes, no regimental service troops are shown.

b. The regimental headquarters company.—The organization, formation, functions, responsibility for training, duties of staff members, etc., of the regimental headquarters company are, in general, similar to those of the battalion headquarters company. The principal differences include:

(1) The regiment is commanded by a captain, USN.

(2) The executive officer is a commander.

(3) The individual members of the regimental staff are of higher rank than the officers holding corresponding positions in a battalion.

(4) The regimental staff may include the following additional officers:

1 paymaster.
1 chaplain.
1 dental officer.
1 warrant officer, assistant to supply officer.

(5) The intelligence section, designated as a platoon, has three additional scouts and observers.

(6) The communication platoon has three additional messengers in the messenger section.

(7) The medical section, designated as a platoon, has 12 additional hospital corpsmen. The section establishes a regimental medical headquarters.

(8) The supply section, designated as a platoon, has 10 additional nonrated men.

(9) Company headquarters in the regimental headquarters company has an additional six nonrated men as other duty.

1–17 TABLES OF ORGANIZATION.—

a. Rifle company naval landing party.

b. Headquarters company naval landing party battalion.

c. Naval landing party battalion.

RIFLE COMPANY NAVAL LANDING PARTY

	Co. Hq.	Machine-gun platoon					Rifle platoon			Pl.
			Section							
	Headquarters section	Platoon headquarters	Section head-quarters	Machine-gun squad	Total section Hq. & 2 squads	Total platoon Hq. & 3 sections	Platoon headquarters	Rifle squad	Total platoon (Hq. & 3 squads)	Total company Hq. MG and 3 rifle platoons
Lieutenant	1									1
Commanding officer	(1)P									
Lieutenant(jg) or ensign	1	1				1	1		1	5
Executive officer	(1)c									
Platoon commander		(1)c					(1)c			
Total Commissioned	2	1				1	1		1	6
Chief petty officer	1 c									1
Petty officer, first class	1	1				1				2
Infantry chief	(1)c									
Platoon chief, machine gun		(1)c								
Petty officer, second class	1						1		1	4
Platoon chief, rifle							(1)c			
*Pharmacist's mate	(1)									

*Pistol, .45 caliber stocked for defensive use.

	Co. Hq.	Machine-gun platoon					Rifle platoon			Pl.
			Section							
	Headquarters section	Platoon headquarters	Section head-quarters	Machine-gun squad	Total section Hq. & 2 squads	Total platoon Hq. & 3 sections	Platoon headquarters	Rifle squad	Total platoon (Hq. & 3 squads)	Total company Hq. MG and 3 rifle platoons
Petty officer, third class	1		1		1	3	1	1	4	16
Platoon guide, rifle							(1)			
Section leader, machine gun			(1)c							
Squad leader, rifle								(1)c		
Storekeeper	(1)c									
Seaman, first class	2	1		1	2	7		3	9	36
Fire team leader								(3)		
Machine-gun crewman (ammo.)		(1)c								
Signalman, visual	(1)c									
Small-arms mechanic	(1)c									
Squad leader, machine gun				(1)c						
Seaman, first or second class	2	2		7	14	44	3	9	30	136
Gunner, machine				(1)p						
Gunner, machine, assistant				(1)p						
Machine-gun crewman (ammo.)				(5)c						
Rifleman								(3)		
Rifleman messenger	(2)	(2)c					(3)			
Rifleman automatic								(3)b		
Rifleman automatic, assistant								(3)		
Total Enlisted	8	4	1	8	17	55	5	13	44	195
Total Navy	10	5	1	8	17	56	6	13	45	201
Individual weapons										
c—Carbine, .30 caliber	6	5	1	6	13	44	2	1	5	65
p—Pistol, .45 caliber	2			2	4	12				14
b—Rifle, .30 cal., Brown. Au								3	9	27
All others—Rifle, .30 cal. M 1	2						4	9	31	95

HEADQUARTERS COMPANY NAVAL LANDING PARTY BATTALION

	Headquarters section	Intelligence section	Supply section	Communications platoon			Company headquarters	Total company
				Platoon headquarters	Message cen. & mess. section	Radio, vis. and panel section		
Commander	1							1
Battalion commander	(1)p							
Lt. commander	1							1
Executive officer	(1)p							
Lieutenant	3						1	4
Operations officer	(1)p							
Company commander							(1)c	
Supply officer	(1)c							
*Medical officer	(1)							
Lieutenant (jg) or ensign	2			1			1	4
Adjutant	(1)c							
Communication officer				(1)C				
Intelligence officer	(1)c							
Co. exec.; chem. officer							(1)c	
Total Commissioned	7			1			2	10
Chief yeoman	1 c							1
Chief steward's mate	1 c							1
*Chief pharmacist's mate	1							1
Infantry chief							1c	1
Petty officer, first class	3		1	1			1	6
Yeoman, first class	(1)c						(1)c	
*Pharmacist's mate, first class	(2)							
Radioman, first class				(1)c				
Storekeeper, first class			(1)c					
Petty officer, second class	3	1						4
Boatswain's mate		(1)c						
*Pharmacist's mate	(2)							
Yeoman	(1) c							

* Includes twelve pistols, .45 caliber, for defensive use.

	Headquarters section	Intelligence section	Supply section	Communications platoon			Company headquarters	Total company
				Platoon headquarters	Message cen. & mess. section	Radio, vis. and panel section		
Petty officer, third class	5		1		1	1	1	9
*Pharmacist's mate	(2)							
Carpenter							(1)	
Yeoman	(2)							
Message center					(1)c			
Supply			(1)					
Radio						(1)c		
Small arms	(1)							
Seaman, first class	1	2	1	1	1		2	8
Clerk	(1)							
Code clerk					(1)c			
Draftsman		(1)						
Intelligence clerk		(1)						
Supply			(1)					
Radio—general				(1)c				
Bugler							(2)c	
Seaman, first or second class	4	2	2		4	4	4	20
Messenger					(4)			
Radio operator						(4)c		
Scout		(2)						
*Hospital apprentice	(4)							
Other duty			(2)c				(4)	
Total Enlisted	19	5	5	2	6	5	9	51
Total Navy	27	5	5	2	6	5	11	61
Individual weapons								
c—Carbine, .30 caliber	7	1	3	3	2	5	6	27
p—Pistol, .45 caliber	15							15
All others—Rifle, .30 caliber M 1	4	4	2		4		5	19

*Includes twelve pistols, .45 caliber, for defensive use.

NAVAL LANDING PARTY BATTALION

	Headquarters company	Three rifle companies	Total battalion
Commander	1		1
Lt. commander	1		1
Lieutenant	4	3	7
Lieutenant (jg) or ensign	4	15	19
Total Commissioned	10	18	28
Chief yeoman	1	3	4
Chief boatswain's mate	1		1
Chief pharmacist's mate	1		1
Chief steward's mate	1		1
Petty officer, first class			
Yeoman	2		2
Radioman	1		1
Gunner's mate		3	3
Pharmacist's mate	2	3	5
Storekeeper	1		1
Petty officer, second class			
Yeoman	1		1
Boatswain's mate	1	9	10
Pharmacist's mate	2	3	5
Petty officer, third class			
Yeoman	2		2
Boatswain's mate		45	45
Radioman	2		2
Carpenter	1		1
Storekeeper	1	3	4
Pharmacist's mate	2		2
Gunner's mate	1		1
Seaman, first or second class	28	516	544
Total	61	603	664
Individual weapons			
Carbine, .30 caliber	27	195	222
Pistol, .45 caliber	15	42	57
Rifle, .30 cal. Browning Auto		81	81
Rifle, .30 cal. M-1	19	285	304

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 2

DRILL

CHAPTER 2

DRILL

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Section I

GENERAL

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2–1 GENERAL.—*a. Purpose.*—A commander uses drill to:

(1) Move his unit from one place to another in a standard, orderly manner.

(2) Provide simple formations from which combat formations may be readily assumed.

(3) Teach discipline by instilling habits of precision and automatic response to orders.

(4) Increase the confidence of his junior officers and of his noncommissioned officers through the exercise of command, by the giving of proper commands and the control of drilling troops.

(5) Better morale by developing team spirit.

(6) Give troops an opportunity to handle individual weapons.

b. Scope.—This chapter prescribes drill for general use. Diagrams shown must be adapted to the strength of the unit and available drill space.

c. Definitions.—(1) *Element.*—An individual, squad, section, platoon, company, or other unit which is part of a larger unit.

(2) *Formation.*—Arrangement of elements of a unit in line, in column, or in any other prescribed manner.

(3) *Line.*—A formation in which the elements are abreast, except that a section or platoon is in line when its squads are in line and one behind the other.

(4) *Rank.*—A line of men or vehicles placed side by side (fig. 3).

(5) *Column.*—A formation in which elements are placed one behind the other, except that a section or platoon is in column when its squads are in column and abreast.

(6) *File.*—A single column of men or vehicles one behind the other (fig. 1).

(7) *Flank.*—The right or left extremity of a unit, either in line or in column. The element on the extreme right or left of the line. A direction at a right angle to the direction an element or a formation is facing.

(8) *Depth.*—The space from head to rear of an element or a formation (fig. 1). The depth of a man is considered to be 12 inches.

(9) *Front.*—The space occupied by an element or a formation, measured from one flank to the other (fig. 1). The front of a man is considered to be 22 inches.

(10) *Distance.*—Space between elements in the direction of depth. Between individuals, the space between your chest and the person to your front. Between vehicles, the space between the front end of a vehicle and the rear of the vehicle to its front. Between troops in formation (either on foot, mounted or in vehicles), the space from the front of the rear unit to the rear of the unit in front. Platoon commanders, guides, and others whose positions in a formation is 40 inches from a rank are, themselves, considered a rank. Otherwise, commanders and those with them are not considered in measuring distance between units. The color guard is not considered in measuring distance between subdivisions of the unit with which it is posted. In troop formations the distance between ranks is 40 inches (fig. 2).

(11) *Interval.*—The lateral space between elements on the same line (fig. 3). Interval is measured between individuals from shoulder to shoulder and between vehicles from hub to hub or track to track. It is measured between elements other than individuals and between formations from flank to flank. Unit commanders and those with them are not considered in measuring interval between elements of the unit

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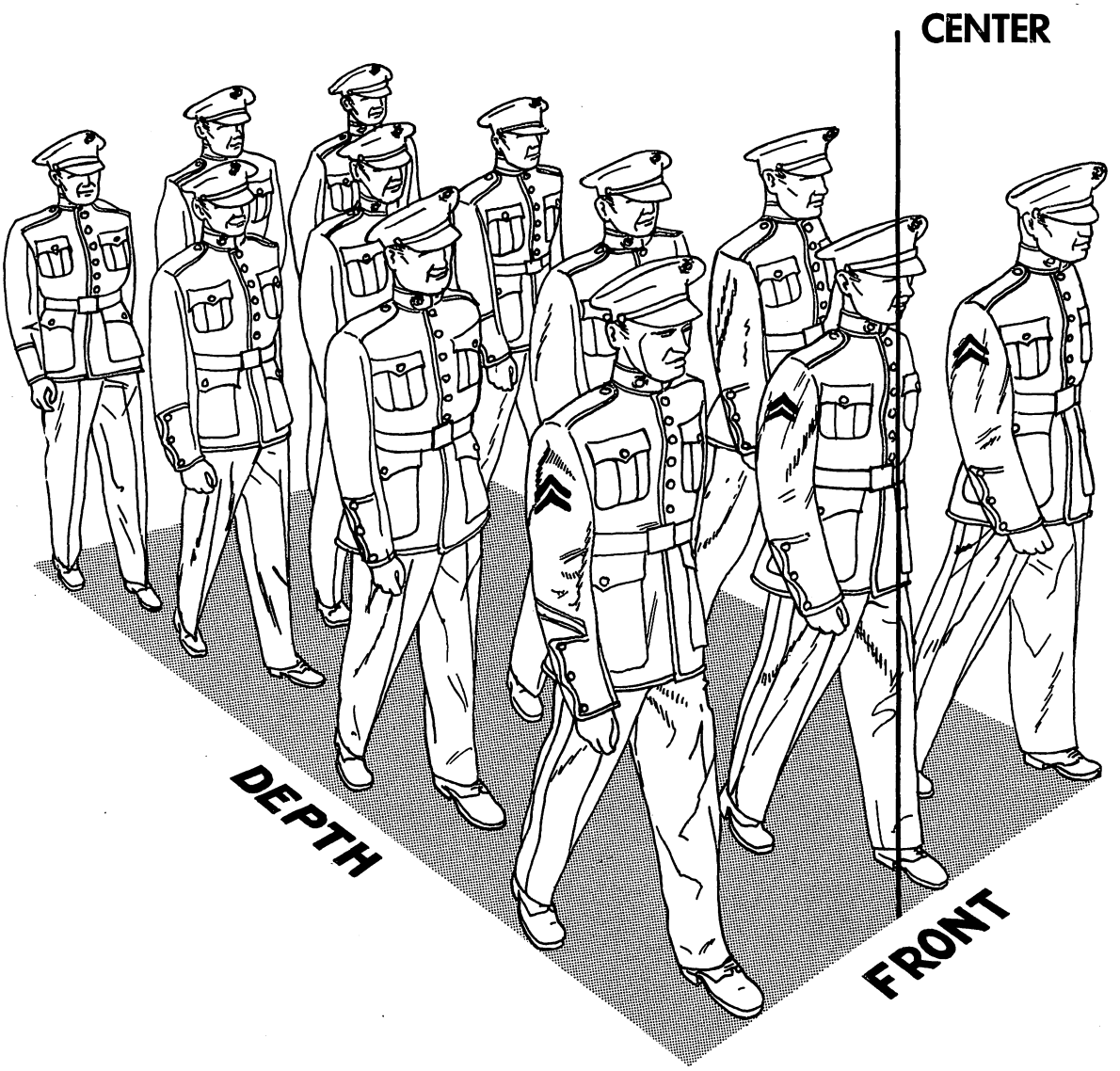

FIGURE 1.—Center, depth and front.

with which it is posted. Normal interval between individuals is one arm's length. Close interval is the horizontal distance between shoulder and elbow when the left hand is placed on the left hip.

(12) *Alinement.*—The dressing of several elements on a straight line.

(13) *Base.*—The element on which a movement is regulated.

(14) *Guide.*—The individual (base) upon whom a formation, or elements thereof, regulates its march. To guide: to regulate interval, direction or alinement; to regulate cadence on a base file (right, left, or center).

(15) *Point of rest.*—The point toward which all elements of a unit establish their dress or alinement.

(16) *Center.*—The middle point or element of a unit or left center element for an even number of elements. (Fig. 1).

(17) *Head.*—The leading element of a column.

(18) *Pace.*—The length of a full step in quick time, 30 inches.

(19) *Step.*—The distance from heel to heel between the feet of a marching man. The half step and back step are 15 inches. The right and left steps are 12 inches. The steps in quick

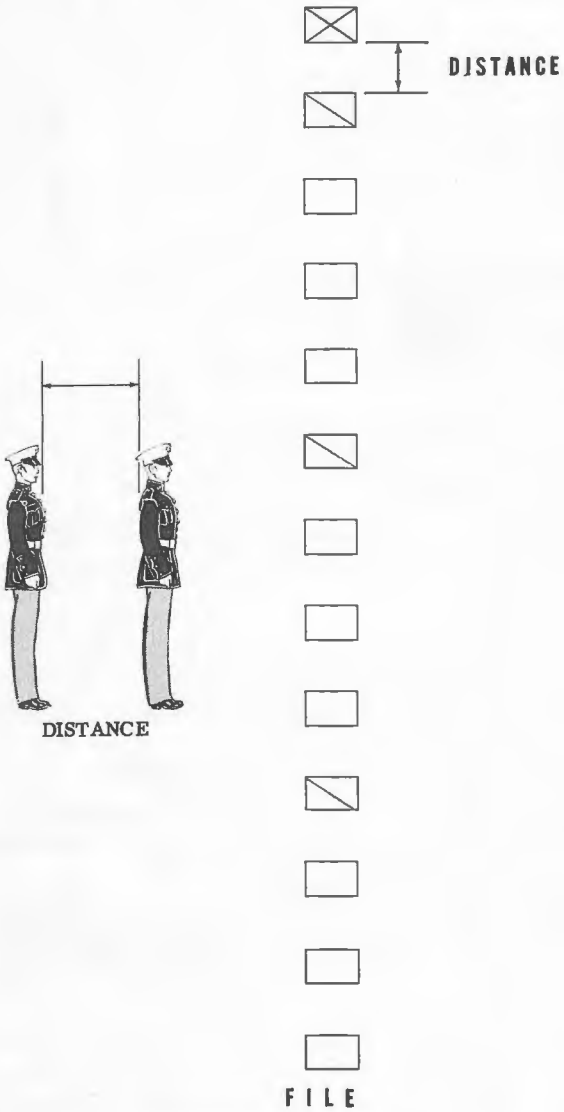

FIGURE 2.—Distance and file.

and double time are 30 and 36 inches, respectively.

(20) *Cadence.*—A rhythmic rate of march at a uniform step.

(21) *Quick time.*—Cadence at 120 steps (12, 15, or 30 inches in length) per minute. It is the normal cadence for drills and ceremonies.

(22) *Double time.*—Cadence at 180 steps (36 inches in length) per minute.

(23) *Slow time.*—Cadence at 60 steps per minute. Used for funerals only.

(24) *Left (Right).*—Extreme left (right) element or edge of a body of troops.

(25) *Mass formation.*—The formation of a company or larger unit in which the major elements are in column at close interval and abreast at close interval.

(26) *Extended mass formation.*—The formation of a company or larger unit in which the major elements are in column at close or normal interval and abreast at a specified interval greater than normal interval.

(27) *Piece.*—An individual firearm such as a rifle, carbine, or automatic rifle.

(28) *Snap.*—In commands or signals, the quality that inspires immediate response. In drill, the immediate and smart execution of a movement.

2-2 DRILL INSTRUCTORS.—*a.* Training personnel in drill is an important duty. From the beginning of his career, each officer and noncommissioned (petty) officer should take pride in being considered an efficient drill instructor. If he knows the drill regulations and how to teach, he will soon be known as such, and will gain the respect and confidence of those he commands.

b. In addition a good drill instructor must:

(1) Follow regulations strictly, as an example to the men under instruction.

(2) Have energy, patience, and spirit.

(3) Have military neatness and bearing.

(4) Watch his men constantly, immediately correcting any mistakes noted.

c. When the instructor corrects a movement, the individual or unit should immediately be required to repeat the movement properly. Troops should be reprimanded only as a last resort. Officers and noncommissioned (petty) officers should not be reprimanded in the presence of subordinates.

d. Before a drill period, an instructor should thoroughly study the movements to be executed.

e. The instructor's post is that of the commander. He may place himself wherever he can best control his troops, make corrections and ensure proper performance.

f. The instructor briefly explains and demonstrates each new movement prior to its execution by the troops. Men are required to take proper positions unassisted. The instructor touches them only when absolutely necessary. Each position or movement must be thoroughly understood before another is attempted.

g. Drill periods should be short but frequent. Snap should be required in every movement.

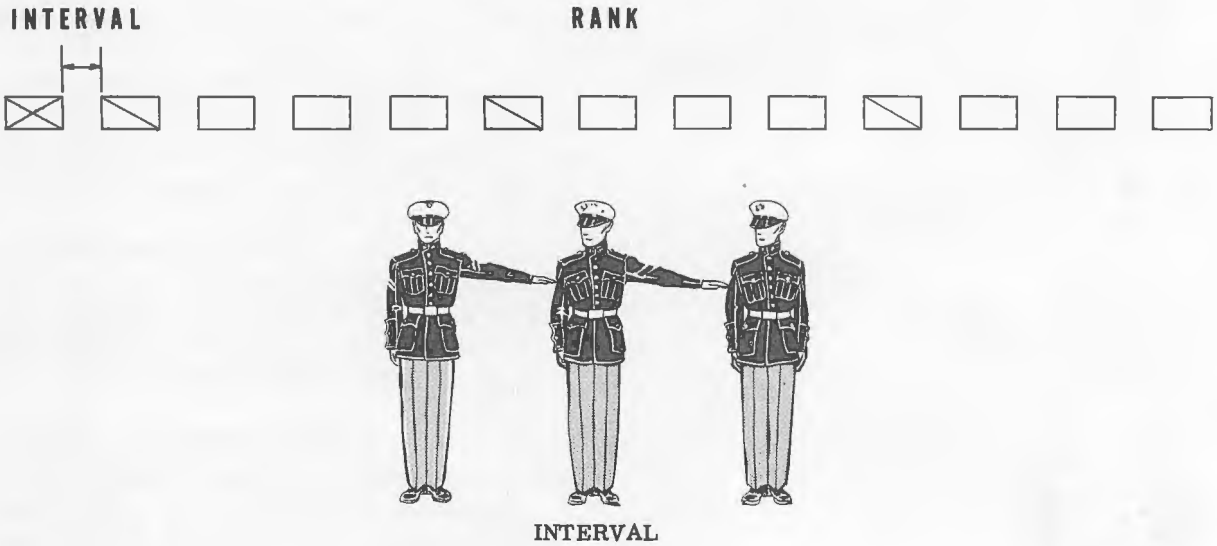

FIGURE 3.—Interval and rank.

2–3 INSTRUCTION GROUPS.—*a.* The basic instruction group is the squad. Its size facilitates individual instruction (par. 2–20 and 2–21).

b. Men who learn slowly should be placed in special squads. Such squads should be drilled by the best instructors available. Such men should not be ridiculed.

2–4 COMMANDS AND THE COMMAND VOICE.—*a.* There are two types of commands. The first, the preparatory command—such as FORWARD—indicates a movement is to be made. The second, the command of execution, such as MARCH, causes the desired movement to be made. In some commands, such as FALL IN, AT EASE, and REST, both are combined and are, in effect, commands of execution.

b. In this manual, preparatory commands are shown in SMALL CAPITAL LETTERS and commands of execution in LARGE CAPITAL LETTERS. When movements by the numbers are discussed the count in parentheses precedes the discussion.

c. When giving commands the commander faces his troops. For company formations or larger when commanding marching troops from the head of a column or massed formation, he marches backward while giving commands. When commanding a unit which is part of a larger unit, the leader turns his head to give commands, but does not face about, except when the unit is halted and the smaller units are in line. In this case the leader faces about to give all commands except to repeat preparatory commands, for which he only turns his head (par. 2–4 *d*).

d. Commanders of platoons and larger units, when drilling as a part of a still larger unit, repeat all preparatory commands or give the proper new command or warning. There are two exceptions to this. The first is that no repetition is necessary for such commands as FALL IN, or FALL OUT, REST, AT EASE, or any other command in which preparation and execution is combined. The second is that, no repetition of command is necessary when a unit is in mass formation, except commands which cause the component units to act individually. An example of such a command is COLUMN OF THREES FROM THE RIGHT, MARCH. Squad leaders repeat preparatory commands or give the proper new command or warning only when squads must act individually. When all squads in a platoon are to act together, such as in RIGHT, FACE, squad leaders do not repeat preparatory commands.

e. If at a halt, the commands for movements which involve marching, such as COLUMN RIGHT, MARCH, are not prefaced by FORWARD.

f. The only commands which use unit designations, such as COMPANY, as preparatory commands are ATTENTION and HALT. Such commands shall have no further designation added (e. g. FIRST BATTALION, ATTENTION).

Commands shall be given only as stated herein. Troops should know their leaders' voices. Additional designation is therefore unnecessary.

g. A command should be given loud enough to be heard by all men in the unit.

(1) Good posture, proper breathing and the correct use of throat and mouth muscles help develop a commander's voice. If commands are properly given they will carry to all men in the unit. If a commander tries too hard his neck muscles might tighten. This will result in squeeky, jumbled, and indistinct commands. and will later be the cause of hoarseness and sore throat.

(2) Projecting the voice enables one to be heard at maximum range without undue strain. To project a command, a commander must focus his voice on the most distant man. Good exercises for voice projection are:

(*a*) Yawning to get the feel of the open mouth and throat.

(*b*) Counting and saying the vowel sounds "oh" and "ah" in a full, firm voice.

(*c*) Giving commands at a uniform cadence, prolonging each syllable.

(*d*) When practicing stand erect, breathe properly, keep the mouth open wide, and relax the throat.

(3) The diaphragm is the most important muscle in breathing. It is the large horizontal muscle which separates the chest from the abdomen. It automatically controls normal breathing, but must be developed to give commands properly. Deep breathing exercises are one good method of developing the diaphragm. Another is to take a deep breath, hold it, open the mouth, relax the throat muscles and snap out a series of fast "hats" or "huts." These sounds should be made by expelling short puffs of air from the lungs. If properly done you can feel the stomach muscles tighten as the sounds are made.

(4) The throat, mouth, and nose act as amplifiers. They give fullness to and help project the voice. In giving commands the throat should be relaxed. The lower jaw and lips should be loose. The mouth should be open wide and the vowel sounds (a, e, i, o, u) should be prolonged. Consonants (letters other than vowels) and word endings should be curt and sharply cut off.

(5) The position of attention is the proper posture for giving commands (fig. 4). A commander's posture will be noticed by his men. If it is unmilitary his men are likely to copy it. Raising the hand to the mouth to aid in projecting commands is not proper.

(6) Distinct commands inspire troops. Indistinct commands confuse them. All commands can be given correctly without loss of effect or cadence. To give distinct commands you must emphasize enunciation. Make full use of the tongue, lips, and lower jaw. Practice giving commands slowly, carefully, and in cadence. Then increase the rate of delivery until the proper rhythm (120 beats per minute) is reached and each syllable is distinct.

(7) Inflection is the rise and fall in pitch, the tone changes of the voice.

(*a*) Preparatory commands should be delivered with a rising inflection, having begun near the level of the natural talking voice.

(*b*) A command of execution is given in a sharper and slightly higher pitch than the tone of the preparatory command's last syllable. A good command of execution has no inflection. It must have snap. It should be delivered with sharp emphasis, ending like the crack of a whip. If properly given men will react to it in the same manner.

c. Commands such as FALL IN, in which the preparatory command and the command of execution are combined, are delivered without inflection. They are given in the uniform high pitch and loudness of a command of execution.

2-5. GENERAL RULES FOR DRILL.—*a.* Certain drill movements may be made toward either flank. This manual explains such movements in one direction only. To move the other direction it is necessary to substitute the word "left" for "right" as shown in parentheses.

b. The command AS YOU WERE cancels a movement or order started but not completed. At this command, troops should resume their former positions.

c. While marching, guide is always maintained toward the right, except:

(1) Upon command GUIDE LEFT, or GUIDE CENTER, in which case guide is maintained toward the left, or center, until the command GUIDE RIGHT is given.

FIGURE 4.—Correct posture for giving commands.

(2) Regardless of the direction in which alinement is established, at the command of execution for a drill movement involving marching, the direction toward which alinement is obtained is the flank toward which the movement is made. Upon completion of the drill movement, alinement will be in the direction established prior to commencing the movement.

(3) In a column of platoons the guide of the leading platoon controls direction and distance, and maintains the cadence counted by the commander. Guides of the following platoons control distances and follow the direction and cadence set by the leading guide.

d. Slight changes in direction are made by:

(1) Adding "HALF" to the preparatory command for turning or column movements; for example, COLUMN HALF RIGHT (LEFT), MARCH changes direction 45°.

(2) Commanding INCLINE TO THE RIGHT (LEFT). At this command the guide changes his direction of march slightly to the right (left).

e. Platoons in a company and men in a squad are numbered from right to left in line and from front to rear in column. Squads in a platoon are numbered from front to rear in line and from left to right in column.

f. Posts of officers, noncommissioned (petty) officers, guidon bearers, and special units are shown in figures or explained later in the text.

(1) Changes of post are made by the most direct route, except where others are prescribed. The movement is made as soon as possible after the command of execution. Persons who have duties in connection with the movement take their new posts after those duties have been performed. Military bearing

must be maintained by individuals moving from one post to another or alining units. All necessary facings and changes of direction must be made as if drilling.

(2) After the initial formation, guidon bearers and special units maintain their positions with respect to the flank or end of the organization with which they were originally posted.

(3) All officers or noncommissioned (petty) officers commanding armed troops will be armed. Their weapons will be carried in the prescribed manner. If armed with a rifle it will be carried at right shoulder arms when giving commands, drilling troops, or making reports (fig. 4).

g. Whenever drill movements are executed while troops are marching, the command of execution MARCH is given as the left foot strikes the deck if the movement is to the left, and as the right foot strikes the deck if the movement is to the right.

h. The cadence of commands should be that of quick time, even though no marching is involved. Giving commands in unison while marching at quick time is a good exercise for teaching proper command cadence to troops. The pause between preparatory commands and those of execution should be adapted to the size of the unit.

(1) The best pause to allow for a squad or platoon is one step between the two commands. For example:

ONE	TWO	THREE
1. COLUMN LEFT	(Step)	2. MARCH

To develop the proper cadence for commands at a halt, count ONE, TWO, THREE, FOUR in quick time. Then give commands (RIGHT, FACE) without interrupting the cadence:

ONE	TWO	THREE	FOUR
RIGHT,		FACE	

Longer commands, such as BY THE RIGHT FLANK, MARCH, must be started so the preparatory command will end as the foot in the desired direction of movement strikes the deck. There is then a full count before the command of execution, which is given on the same foot. For example:

LEFT	RIGHT	LEFT	RIGHT
BY THE RIGHT FLANK,			MARCH

(2) For a company or larger unit the intervals must be longer. This is necessary for leaders of component units to repeat preparatory commands, or give warning or supplementary commands.

The following example shows the proper cadence for the command RIGHT, FACE to a company:

ONE	TWO	THREE	FOUR	ONE
(company commander	(platoon commander)		(company commander)	
RIGHT	RIGHT		FACE	

2–6 DRILL, BY THE NUMBERS.—Drill movements may be divided into individual motions for instruction. When drills are executed by the numbers, the first motion is made on the command of execution. Subsequent motions are made in proper order on the commands TWO, THREE, FOUR, the number of counts depending upon the number of motions in the movement. To use this method the command BY THE NUMBERS precedes the preparatory command. All movements are then executed by the numbers until the command WITHOUT NUMBERS is given.

2–7 MASS COMMANDS AND INDIVIDUAL COMMANDS FROM RANKS.—*a. Mass commands.*—The use of mass commands in drill develops confidence and team spirit. It also teaches men to give and execute commands properly.

(1) The initial command is AT YOUR COMMAND. The instructor then gives a preparatory command which describes the movement he wants performed, for example: AT YOUR COMMAND, FACE THE PLATOON TO THE RIGHT, COMMAND. After this all members of the platoon command RIGHT, FACE together and execute it.

(2) Another mass command example is: AT YOUR COMMAND, CALL THE PLATOON TO ATTENTION, COMMAND. The troops command PLATOON ATTENTION.

(3) Marching movements may be conducted in a similar manner as follows: ALL MOVEMENTS UNTIL FURTHER NOTICE WILL BE AT YOUR COMMAND,

(*a*) Instructor: CALL THE PLATOON TO ATTENTION, COMMAND.

Troops: PLATOON, ATTENTION.

(*b*) Instructor: FORWARD, COMMAND.

Troops: FORWARD, MARCH.

(*c*) Instructor: BY THE RIGHT FLANK, COMMAND.

Troops: BY THE RIGHT FLANK, MARCH.

(4) Only simple movements with short preparatory commands are used for mass commands. Preparatory commands which require repetition by subordinate leaders are not used.

(5) When he wishes to return to normal drill methods, the instructor orders AT MY COMMAND.

b. Individual commands from ranks.—As an aid in training men to give commands properly, men in ranks may be designated to give individual commands. This should be done only after a unit has learned to execute commands and give mass commands. The instructor designates the man who is to give the command by name or place in ranks. He may be designated while the unit is marching or halted. The instructor describes the movement to be made, as in mass commands, but does not add COMMAND. The designated man remains in his position and gives the appropriate command. He must execute the command with the unit. After the man has given several commands, the instructor should ask for comments about the performance.

c. Counting cadence.—Counting cadence by men in ranks teaches them group coordination and rhythm. The command is COUNT CADENCE, COUNT, the command of execution being given as the left foot hits the deck. All men then count cadence for eight steps, starting when the left foot next strikes the deck. They should be required to do so in a firm, vigorous manner.

2–8 CADENCE DRILL.—Cadence drill is an advanced form of drill. It is used only with men who have learned basic drill as prescribed in this manual. It provides variety for well trained troops. In cadence drill the commander abbreviates preparatory commands and deletes the pause between the preparatory command and the command of execution. Each time a commander uses this form of drill he must explain that he is departing from prescribed drill. Cadence drill is suitable only for platoons and smaller units. An example of cadence drill follows:

Count: ONE, TWO, THREE, FOUR
ONE, TWO, THREE, FOUR

Step: Left, Right, Left, Right, Left, Right, Left, Right

Command: REAR, LEFT FLANK, RIGHT FLANK, MARCH.

2–9 TRICK DRILL.—Trick drill may be used with troops who have thoroughly learned all prescribed drill and cadence drill. It is extremely complex and requires extensive training. Trick drills are not described in this manual. They are limited only by the imagination of the drill instructor.

SECTION II

INDIVIDUAL INSTRUCTION WITHOUT ARMS

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2–10 POSITIONS.—*a. Attention.*—The position of attention (fig. 5) is the basic military position. It indicates you are alert and ready for instructions. Come to attention with smartness and snap at the commands FALL IN or ATTENTION. Thereafter, move only as ordered until given AT EASE, REST, FALL OUT, or are dismissed. To come to attention:

(1) Bring your left heel against the right.

(2) Turn your feet out equally to form an angle of 45°. Keep your heels on the same line and touching.

(3) Your legs should be straight but not stiff at the knees.

(4) Keep your hips and shoulders level and your chest lifted.

(5) Your arms should hang naturally, thumbs along the trouser seams, palms facing inward toward your legs, and fingers joined in their natural curl.

(6) Keep your head and body erect. Look straight ahead. Keep your mouth closed and your chin pulled in slightly.

(7) Stand still and do not talk.

b. Rests.—There are four rests for halted troops. They are parade rest, at ease, rest, and fall out. All are executed from the position of attention.

(1) *Parade rest.*—The command is PARADE, REST. It is executed in one count. At the command REST, move your left foot smartly 12 inches to the left. Both legs should be straight so your weight rests equally on each foot. At the same time join hands behind your back right hand inside your left, palms to the rear just below the belt, right hand loosely holding your left thumb, fingers extended and joined. Do not move and do not talk. Hold your head and eyes as at the position of attention.

FIGURE 5.—Position of attention.

(2) *At ease.*—The command is AT EASE. It is executed in one count. At the command keep your right foot in place. You may move about but must not talk. You may also be given this command when not in ranks. In this case it means cease talking but continue whatever you were doing before the command.

(3) *Rest.*—The command is REST. It is executed in one count. At the command you may move and talk, however, keep your right foot in place.

(4) *Fall out.*—The command is FALL OUT. At the command, leave your position in ranks,

FIGURE 6.—Position of parade rest.

but remain nearby. When FALL IN is given, go back to your place in ranks and come to attention.

(5) SQUAD (PLATOON), ATTENTION may be given when you are halted at parade rest, at ease or rest. It may also be given when you are marching at route step or at ease.

(*a*) When given at parade rest, come to attention.

(*b*) When halted at ease or rest, take position of parade rest on the command SQUAD. When ATTENTION is given, come to that position.

(*c*) When marching at route step or at ease, get in step as soon as possible and continue marching at attention.

c. Eyes right (left).—(1) The command is EYES, RIGHT (LEFT). It may be given at a halt or while marching. The command to turn your head back to the position of attention is READY, FRONT.

(2) When RIGHT (LEFT) is given, turn your head smartly and look 45° to the right (left).

(3) On the command FRONT, turn your head and eyes back smartly to the front. During reviews at which the reviewing officer troops the line, ready front will not be given after eyes right. At such ceremonies turn your head and eyes smartly toward the reviewing officer upon the command RIGHT. As he passes to the left, follow the reviewing officer with your head and eyes until you are looking directly to the front.

d. Facings.—(1) Facings are executed in the cadence of quick time. While facing, your arms should not swing out from your sides, but remain at the position of attention.

(2) RIGHT, FACE is a two count movement.

(*a*) (One) At the command FACE, raise your left heel and right toe slightly. Turn to the right on your right heel and left toe. Keep your left leg straight but not stiff.

(*b*) (Two) Place the left foot smartly beside the right and stand at attention.

(3) LEFT, FACE is executed in the same manner described in subparagraph (2) above, substituting "left" for "right" and "right" for "left."

(4) ABOUT, FACE is a two count movement.

(*a*) At the command ABOUT shift your weight

to your left leg without noticeable movement.

(*b*) At the command FACE, place your right toe half a foot's length behind and slightly to the left of your heel. Do not change the position of your left foot. Keep your right leg straight but not stiff. Rest most of your weight on the left heel.

(*c*) Turn smartly to the right until facing rear. The turn is made on the left heel and ball of the right foot. Your feet will be at attention when the turn is completed if your right toe was placed properly in the beginning.

(5) Facings in marching are explained in paragraph 2–11*j*.

e. Hand salute.—(1) The command is HAND, SALUTE; TWO.

(*a*) When SALUTE is given, raise your right hand smartly in the most direct manner until the tip of your forefinger touches the lower part of the headdress above and slightly right of your right eye. Your thumb and fingers should be straight and touch each other. You should be able to see your entire palm when looking straight ahead. Your upper arm shoud be level with the deck and your forearm at a 45° angle. Your wrist and hand should be straight, a continuation of the line made by your forearm (fig. 9). At the same time if not in ranks, turn your head and eyes toward the person or color you are saluting.

(*b*) At the command TWO, return to attention. Move your hand smartly in the most direct manner back to its normal position by your side.

(*c*) To ensure simultaneous execution of the second movement of the hand salute when troops are in formation, the preparatory command READY will be used prior to the command of execution, TWO.

(2) You may salute without command from attention, while walking, or while seated in a vehicle. When walking it is not necessary to halt to salute. Keep walking, but at attention. The salute is rendered when the person

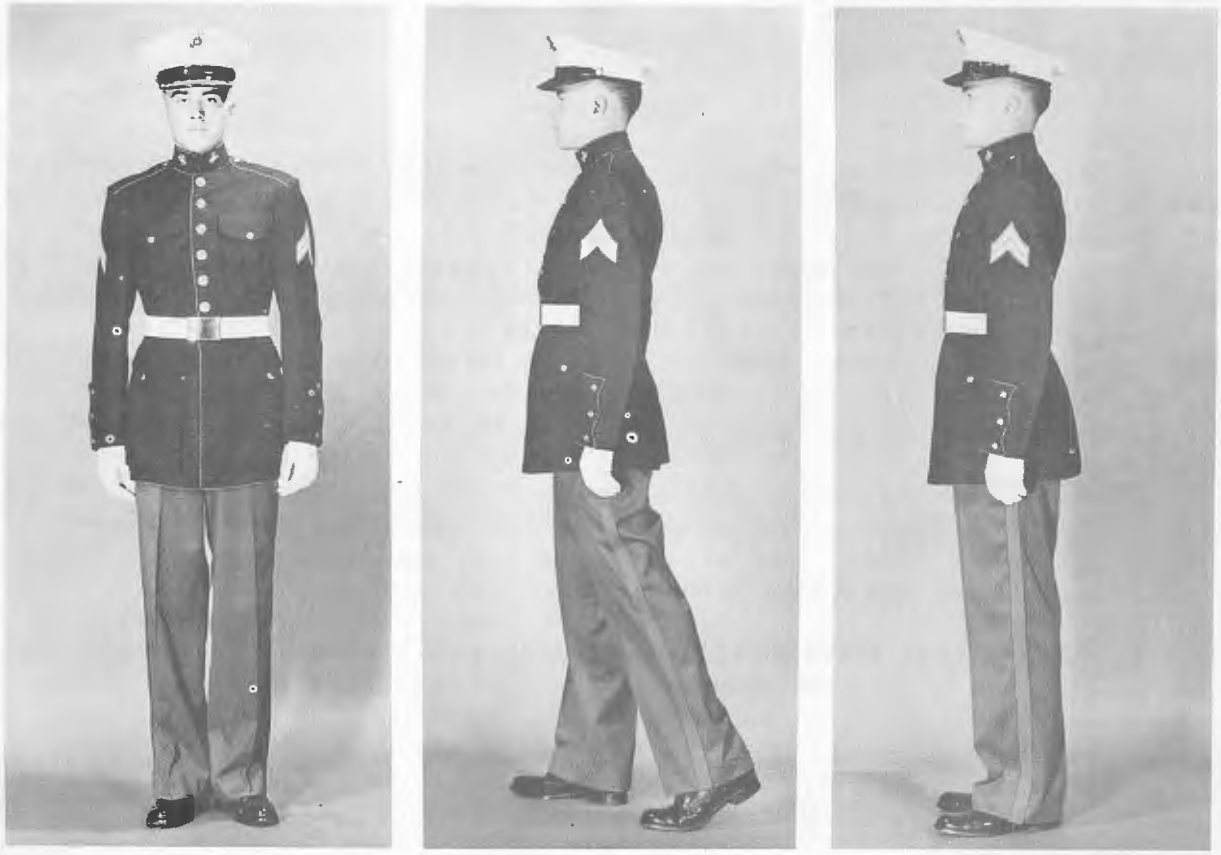

FIGURE 7.—Right face.

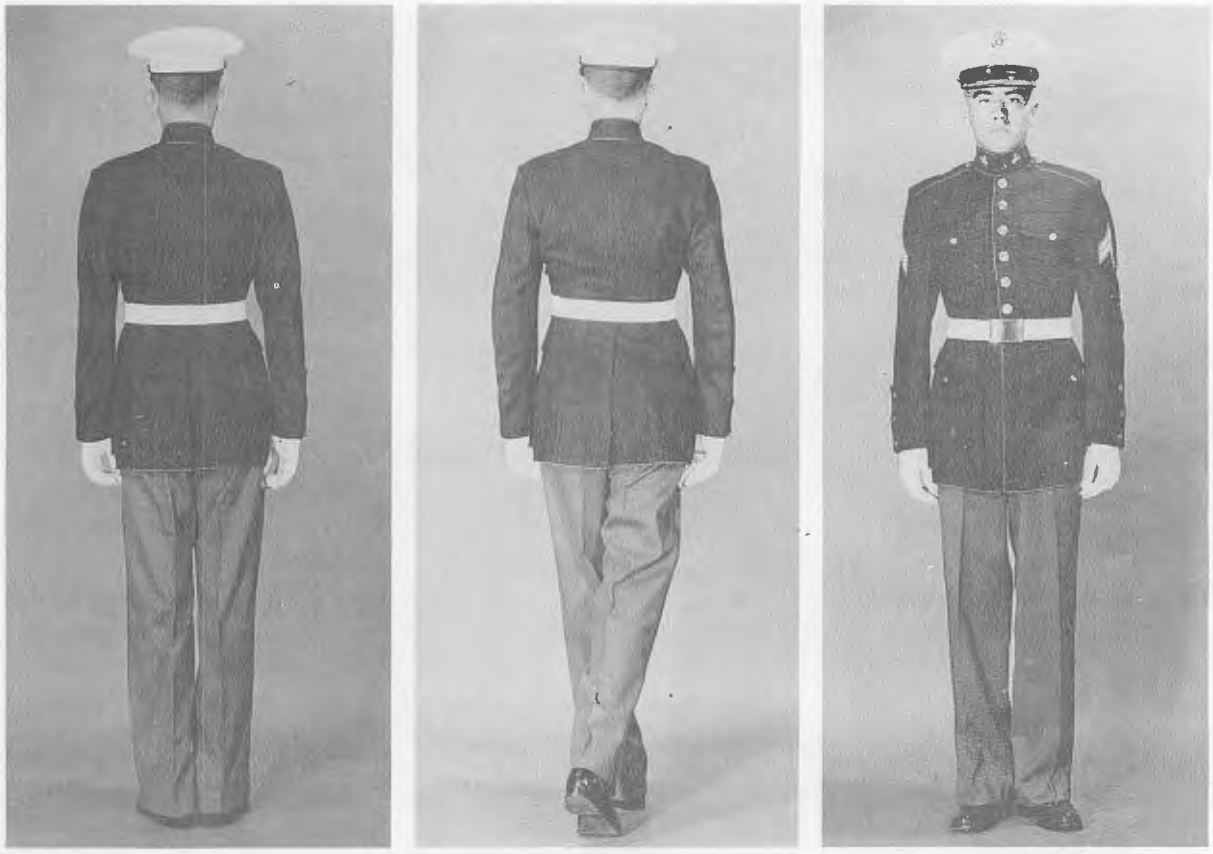

FIGURE 8.—About face.

or color to be saluted is six paces distant, or at the nearest point of approach if it is apparent that he (it) is not going to approach to within six paces. The salute will not be rendered if the person (color) to be saluted does not approach within thirty paces. Hold the first position of the salute until the person (color) saluted has passed or the salute is returned; then execute the second movement of the hand salute.

(3) When the command PRESENT, ARMS is given, if not armed you execute the hand salute on the command, ARMS. Stay at that position until the command ARMS, of ORDER, ARMS is given.

2–11 STEPS AND MARCHINGS.—*a. General.*—(1) With the exception of right step, all steps and marchings beginning from a halt, start with the left foot.

(2) The instructor indicates the proper rhythm by counting cadence. He should do so only when necessary.

(3) To change direction on the march, both the preparatory command and the command of execution are given as the foot in the desired direction of the turn strikes the deck.

b. Quick time.—(1) If at a halt, the command to march forward at quick time is FORWARD, MARCH.

(2) On FORWARD, shift your weight to the right leg without noticeable movement.

(3) On MARCH, step off smartly, left foot first, and walk straight ahead with 30-inch steps. Swing your arms easily in their natural arcs, 6 inches straight to the front and 3 inches to the rear. Do not overdo movements and don't march stiffly.

c. Double time.—(1) DOUBLE TIME, MARCH may be given at a halt, while marching at quick time, or while marching in place. MARCH may be given as either foot hits the deck.

(2) When halted.

(*a*) At the command DOUBLE TIME, shift your weight to your right leg without noticeable movement.

(*b*) On MARCH, raise your forearms until

FIGURE 9.—Hand salute.

level with the deck, make fists with the knuckles out and step off left foot first. Begin an easy run, taking 180 36-inch steps per minute.

(3) When marching at quick time.

(*a*) When the command MARCH is given, take one more 30-inch step.

(*b*) Step off in double time.

(4) To resume quick time the command is QUICK TIME, MARCH.

(*a*) On MARCH, take one more double time step.

(*b*) Lower your arms and slow to quick time.

(5) When marching in place.

(*a*) Take one more step in mark time (or double time in place).

(*b*) Step off forward in double time.

d. Halt.—(1) The command is SQUAD (PLATOON, COMPANY, DETAIL), HALT. It is a two-count movement from quick time and three counts from double time. For quick time, double time, mark time, or back step, the command of execution may be given as either foot strikes the deck.

(2) While marching at quick time.

(*a*) Take one more step after HALT.

(*b*) Bring the rear heel forward against the other.

(3) When marching at double time.

(*a*) Take one more double time step after HALT.

b. Take another step at quick time.

(*c*) Bring the rear heel forward against the other.

(4) When doing side step.

(*a*) The command SQUAD (PLATOON, COMPANY, DETAIL) is given when heels are together.

(*b*) Take one more step after HALT.

(*c*) Bring your heels together.

(5) When marking time.

(*a*) Take one more step after the command HALT.

(*b*) Bring your heels together.

(6) When doing the back step.

(*a*) Take one more back step after HALT.

(*b*) Bring the forward heel back against the other.

e. Mark time.—(1) To march in place at quick time the command is MARK TIME, MARCH. The command may be given from the halt, marching at quick time, half step or double time in place. It may be given as either foot strikes the deck.

(2) When halted.

(*a*) On the command MARK TIME, shift your weight to your right leg slightly without noticeable movement.

(*b*) On the command MARCH, beginning with your left foot, then alternating, raise each foot so that the ball of the foot is approximately 2 inches and the heel approximately 4 inches from the deck at a cadence of 120 steps per minute. Swing your arms naturally as in marching.

(3) When marching at quick time.

(*a*) On the command MARCH, take one more 30-inch step as if coming to a halt.

(*b*) Bring your heels together. Begin marking time without loss of cadence.

(4) To resume the march at quick time the command is FORWARD, MARCH.

(*a*) On the command MARCH, take one more step in place.

(*b*) Move out with a 30-inch step.

(5) When marching at double time in place.

(*a*) On the command MARCH take one more step in place at double time.

(*b*) Commence marking time.

(6) Paragraph *d*(5) explains the halt from mark time.

f. Double time in place.—(1) The command is IN PLACE DOUBLE TIME, MARCH. It may be given while halted, while marching at double time or while marking time.

(2) When halted.

(*a*) On the preparatory command, shift your weight to your right leg without noticeable movement.

(*b*) On the command MARCH, raise your arms as for double time. Then, starting with the left foot alternately and in place raise your feet 6 inches above the deck at 180 steps per minute.

(3) When marching at double time.

(*a*) After MARCH take two more double time steps.

(*b*) Bring your feet together and begin double timing in place without loss of cadence.

(4) The command DOUBLE TIME, MARCH resumes the march at double time.

(*a*) At MARCH, take two more steps in place.

(*b*) Move out with 180 36-inch steps per minute.

(5) When marking time.

(*a*) On the command MARCH, take one more step in mark time.

(*b*) Commence marching at double time in place.

(6) The halt from in place double time is done the same as from double time (par. *d*(3)).

g. Half step.—(1) To march with 15-inch steps, the command is HALF STEP, MARCH. It may be commanded at the halt or when either foot strikes the deck while marching at quick time.

(2) At the halt.

(*a*) On the preparatory command, shift your weight to your right leg without noticeable movement.

(*b*) On the command MARCH, step off forward in quick time cadence with 15-inch steps. The balls of your feet should strike the deck before your heels.

(3) Marching in quick time.

(*a*) On the command MARCH, take one more 30-inch step.

(*b*) Begin the 15-inch steps explained in (2) above.

(4) To resume quick time from half step, the command is FORWARD, MARCH. It may be given as either foot strikes the deck.

(*a*) On MARCH, take one more half step.

(*b*) Move out at quick time.

(5) The halt from half step is executed in the same manner as from quick time (par. *d* (2)).

h. Side step.—(1) The command RIGHT (LEFT) STEP, MARCH is given only when you are at a halt.

(2) At the command MARCH, move your right foot 12 inches to the right, then place your left foot beside your right. Repeat this movement at the rate of 120 steps a minute. Keep your legs straight, but not stiff. Hold your arms as at attention.

(3) Paragraph *d* (4) above explains how to halt from side step.

i. Back step.—(1) The command BACKWARD, MARCH is given only when you are at a halt.

(2) At the command MARCH, you step off to the rear with your left foot and take 15-inch steps at a rate of 120 steps a minute. Swing your arms naturally.

(3) Paragraph *d* (6) above explains how to halt from back step.

j. To face in marching.—(1) This is an important part of the movements in column right (left), close, take interval, and extend. For instructional purposes, the command is BY THE RIGHT (LEFT) FLANK, MARCH.

(2) From a halt.

(*a*) On MARCH, turn to the right (left) on your right toe.

(*b*) Step off with your left foot in the new direction with a 30-inch step.

(3) While marching.—The command of execution is given as the foot of the desired direction of movement hits the deck.

(*a*) On MARCH, without losing cadence, take one more step.

(*b*) Pivot to the right (left) and step out in the new direction. If commanded and executed properly, the pivot will be on the foot

away from the desired direction of movement, and the first step in the new direction will be with the other foot. The pivot and step are done together in one count.

k. To about face while marching.—(1) The command is TO THE REAR, MARCH. It is given when the right foot strikes the deck. It may be commanded while marching at either quick or double time.

(2) When at quick time.

(*a*) On the command MARCH, take one more step.

(*b*) Turn about to the right on the balls of both feet and immediately step out to the rear with your left foot. This is done without loss of cadence. When turning, the feet should be about 30 inches apart.

(3) When at double time.

(*a*) On MARCH, take two more steps and turn about to the right. This turn requires four steps in place at double time cadence.

(*b*) Then double time to the rear.

(4) To march to the rear from a halt requires two sets of commands executed separately. They are, ABOUT, FACE and FORWARD, MARCH.

l. To march by the flank.—(1) The command is BY THE RIGHT (LEFT) FLANK, MARCH. It is given only when marching (except as in par. *j.* above) and as the foot in the direction of the movement strikes the deck.

(2) While at quick time.

(*a*) On MARCH, take one more step.

(*b*) Turn to the right (left) on the ball of the left (right) foot. At the same time, step out in the new direction with the right (left) foot.

(3) From a halt.—The movement requires a facing movement, then FORWARD, MARCH.

(*4*) While double timing.—Executed in the same manner as marching to the rear (par. *k* (2)), except only two in-place steps are required for the turn.

m. To change step.—(1) the command is CHANGE STEP, MARCH. It may be given while marching or marking, quick or double time. The command of execution is given as the right foot strikes the deck.

(2) While marching at quick or double time.

(*a*) On MARCH, take one more step, 30 or 36-inch, as appropriate, with your left foot.

(*b*) As your right foot comes forward in the next step, place the toe near your left heel and step out again with your left foot. This changes the cadence count, but not the rhythm.

(3) While marking quick time.

(*a*) On MARCH, lift and lower the left foot twice in succession.

(*b*) The second time it touches the deck, raise the right foot and continue marking time.

(4) While marking double time.

(*a*) On MARCH, hop twice on the left foot.

(*b*) Continue marking double time.

n. To march at ease.—(1) The command is AT EASE, MARCH. It is given as either foot strikes the deck and only while marching at quick time.

(2) After MARCH, you are no longer required to march in cadence, but must keep interval and distance. Do not talk.

o. To march at route step.—(1) The command is ROUTE STEP, MARCH. It is commanded as either foot strikes the deck and only while marching at quick time.

(2) After MARCH, you are no longer required to march in cadence, but must keep interval and distance. You may talk, but in a low voice.

p. To resume marching at quick time from route step or at ease.—(1) The command is SQUAD (PLATOON, COMPANY, DETAIL), ATTENTION.

(2) After commanding ATTENTION, the commander or instructor will count cadence until all troops are in step. Pick up the step as soon as possible and continue marching at attention.

q. To give commands while marching at ease or at route step.—(1) Commands which involve precision in execution will not be given until the command to resume marching at quick time (par. *p.* above) has been given.

(2) When moving a unit from one place to another under circumstances which would render their execution in a precise manner inappropriate, commands may be given by arm-and-hand signals (Chapter 9).

SECTION III

INDIVIDUAL INSTRUCTION WITH ARMS

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2–12 RIFLE MANUAL OF ARMS.—*a. General rules.*—(1) The balance is the center of your rifle (fig. 10). In performing the rifle manual of arms it is often necessary to hold the rifle in your left hand at the balance (fig. 11). In so doing, the rifle is held between the thumb and fingers. Include the sling in your grip. Keep your fingers straight and together. Your thumb and fingers form a "U."

(2) When the rifle is held across your body (fig. 11), the barrel will cross the point where your neck and left shoulder join. The butt will be in front of your right hip. The rifle is held in the palm of your left hand at the balance. Your wrist is straight.

(3) The cadence for rifle movements is 120 counts per minute.

(4) While marching at double time, the rifle will be held across your body.

(5) The manual of arms for the rifle is taught while halted. However, to add interest to drill or lessen fatigue, right (left) shoulder arms and port arms may be commanded when marching at attention at quick time. These commands are given as the right foot strikes the deck and execution is begun as the left foot next strikes the deck.

b. Order arms.—(1) When halted, come to order arms when any of the following commands are given: SQUAD (PLATOON, COMPANY), ATTENTION, FALL IN, or ORDER, ARMS.

(2) At the command of execution, place the butt on the deck along the outer edge of the right shoe. The toe of the butt is on line with the toe of the shoe. The rifle's upper hand guard rests in a "V" formed by your thumb and forefinger. All fingers are straight and together. Your right hand and arm are behind the rifle. This may cause a slight bend in your elbow. The tips of your thumb and forefinger are kept on line with the open edge of the upper hand guard. Your right thumb should also be along the trouser seam. Except for your right hand, your entire body is at attention (fig. 12).

c. Trail arms from order arms.—(1) The command is TRAIL, ARMS. It may be given

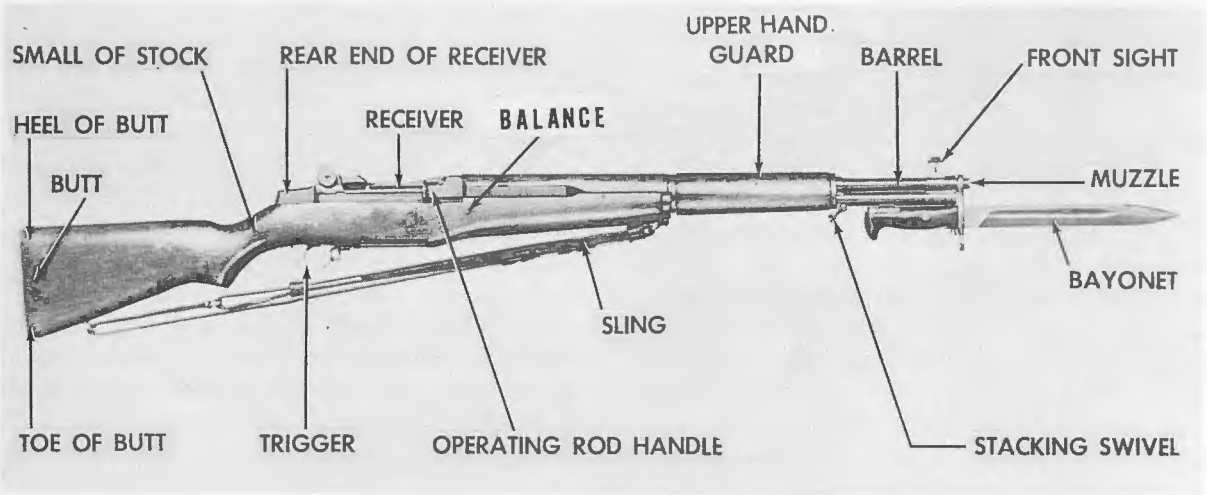

FIGURE 10.—Drill nomenclature of the rifle and bayonet.

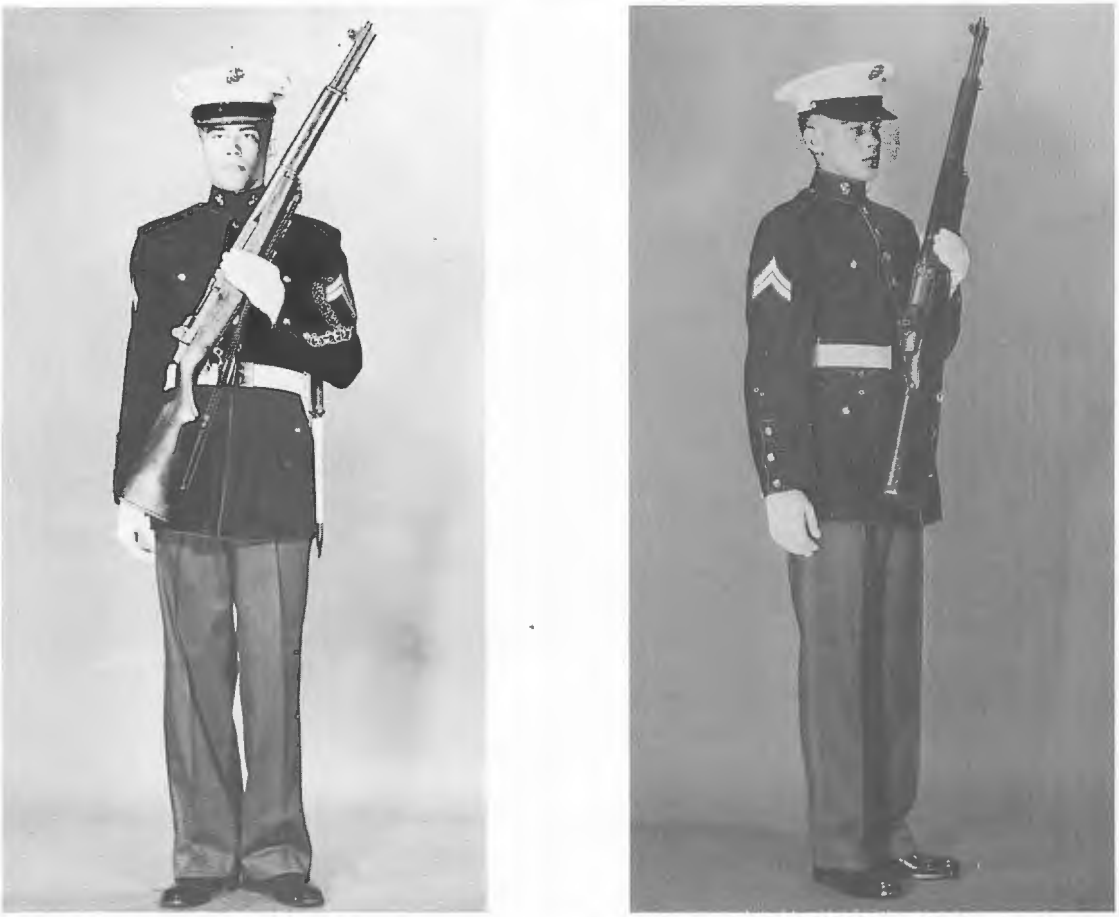

FIGURE 11.—Left hand at the rifle balance.

only from order arms. It is executed in one count. On ARMS, close the fingers and thumb of your right hand around the upper hand guard. This will raise the rifle butt 2 inches from the deck and point the muzzle slightly forward. Do not bend your elbow. In the proper position the rifle will form a 15° angle with your leg (fig. 13). Remain at trail arms until order arms is given.

(2) Trail arms is used for short-distance movements. If a marching movement (a side step, back step, or forward march) is ordered while at order arms come to trail arms automatically on the command of execution for the marching movement. The same applies for facing movements, while at order arms. Whenever trail arms is automatically assumed, come to order arms, without command, upon completion of the marching or facing movement.

d. Order arms from trail arms.—The command is ORDER, ARMS. On ARMS, ease your rifle to the position of order by relaxing the grip of your right hand on the upper hand guard. Return your fingers to the position described in paragraph *b* (2).

e. Fix bayonets.—(1) The command is FIX, BAYONETS. It is given only from order arms.

(2) On BAYONETS, if the scabbard is on your belt, pass the muzzle across your body to the left front and grasp the rifle with your left hand just below the stacking swivel. Then grip the bayonet handle with your right hand (fig. 14).

Push the bayonet handle down and forward and draw the bayonet from the scabbard. Fix the bayonet on the rifle without changing your grip on the handle. You may look down at the muzzle while doing so. Then come back to order arms.

(3) On BAYONETS, if the scabbard is on the haversack, draw and fix the bayonet in the easiest manner.

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FIGURE 12.—Position of order arms.

(4) These movements are not made in cadence, but should be carried out quickly and smartly.

f. Unfix bayonets.—(1) The command is UNFIX, BAYONETS. It will be given only when at order arms.

(2) On BAYONETS, if the scabbard is on your belt, move the rifle to your left hand as for fix bayonets. Grip the bayonet handle with your right hand and press the catch spring. You may look down while doing this. Raise the bayonet straight up until the handle is a foot above the muzzle. Keep watching the point of the bayonet. Rotate it so the point is down and the back of your hand is toward your body. Replace the bayonet in its scabbard. Then come back to order arms.

(3) On BAYONETS, if the scabbard is on the haversack, remove the bayonet from your rifle as described in (2) above. Then replace it in its scabbard in the easiest manner.

(4) These movements are not made in cadence, but should be carried out quickly and smartly.

g. Sling arms from order arms.—(1) The command is SLING, ARMS. It will be given only from order arms. The movements are not executed in cadence.

(2) If the sling is not ready, on ARMS, place your left foot 6 inches to the rear and slightly left of your right heel. At the same time, lift the rifle until the butt is opposite your right hip. Take the rifle at the balance with your left hand, sling to the left. Let your body bend slightly forward. Place the butt in the crotch formed by your hip and right leg. Move the balance of the rifle to the inside of your right elbow and cradle it there so both hands will be free to loosen the sling. Then sling the rifle on your right shoulder in the easiest manner and, except for your right hand, come back to attention. At sling arms, your right hand grips

FIGURE 13.—Position of trail arms.

the sling directly in front of your right armpit, the sights point rearward and the barrel straight up (fig. 15).

(3) On ARMS, if the sling is ready, sling the rifle on your right shoulder in the easiest way.

(4) This position is used for long parades and marches.

h. Unsling arms from sling arms.—(1) The command is UNSLING, ARMS. It will be given only when at sling arms.

(2) On ARMS, swing the rifle, by the sling, from your shoulder. Catch the rifle at the balance with your left hand. Release the sling and grasp the upper hand guard with your right hand. Lower the rifle to the order. These movements are not done in cadence, but should be executed smartly.

i. Adjust slings from order arms.—For the manual to be executed with snap, it is necessary for rifle slings to be tight. The command is ADJUST, SLINGS. It will be given only when at order arms with loose slings. On the command of execution take up the same position used to loosen the sling (par. *g* (2) above) and tighten the sling. Then return to order arms. This is done without cadence.

j. Port arms from order arms.—(1) The command is PORT, ARMS. This movement is executed in two counts.

(2) On ARMS, lift the rifle to the left front until your right hand is in front and slightly left of your face and your forearm is parallel to the deck. On the same count take the rifle by the balance with your left hand.

(3) (Two) Move your right hand from the upper hand guard to the small of the stock. Grip it palm down. Upon completing the movement, both elbows will be against your sides and your right forearm parallel to the deck. Your left thumb is 4 inches in front of the center of your chest (fig. 16).

k. Present arms from order arms.—(1) The command is PRESENT, ARMS. This movement is executed in two counts and is used as a salute in ceremonies and interior guard duty. When executed from any position of the manual other than order arms the rifle is first brought to port arms upon the command PRESENT, ARMS. Present arms is then executed without loss of cadence.

(2) On ARMS, raise the rifle to a position 4 inches in front of the center of your body, barrel toward you and pointing straight up. At the same time grasp the balance of the piece with your left hand, thumb on the rear hand guard band, fingers joined, sling included in your grip, and elbows against your body. The stacking swivel is at the same level as your eyes.

(3) (Two) Move your right hand to the small of the stock and grasp it. Both elbows are at your sides (fig. 17).

l. Order arms from present and port arms.—(1) The command is ORDER, ARMS. It is a three-count movement from either position and will be executed the same way from each.

(2) On ARMS, move your right hand smartly from the small of the stock to the upper hand guard.

(3) (Two) Release the balance with your left hand and lower the rifle to a point where the

FIGURE 14.—Fix bayonets.

butt is 3 inches from the deck, slightly to the right of your right toe, and the muzzle pointing straight up. While lowering the rifle move your left hand, thumb and fingers straight and joined, to a point near the stacking swivel. This is merely to steady the piece. Keep your palm facing the rear so it will not resemble a rifle salute. The forearm and wrist are straight.

(4) (Three) Lower the butt gently to the deck and your left hand smartly back to your left side. After this you are at the position of order arms (figs. 18 and 19).

m. Inspection arms from order arms.—(1) The command is INSPECTION, ARMS. It is a five-count movement. When executed from any position of the manual other than order arms the rifle is first brought to port arms upon the command INSPECTION, ARMS. Inspection arms is then executed without loss of cadence.

(2) On ARMS, lift the rifle to the left front until your right hand is in front and slightly left of your face and your forearm is parallel with the deck. At the same time, grasp the piece at the balance with your left hand as for port arms.

(3) (Two) Move your right hand from the upper hand guard to the small of the stock. Grip it palm down.

(4) (Three) Release the balance with your left hand. Double your fingers into a fist. Place your thumb on the operating rod handle and push smartly to the rear until engaged by the operating rod catch. In doing this don't raise your elbow from your side.

(5) (Four) Move your left hand back to the balance. At the same time look into the receiver by bending your head forward smartly. If the receiver is not empty, empty it.

(6) (Five) Raise your head back to attention.

n. Port arms from inspection arms.—(1) The command is PORT, ARMS. It is a one count

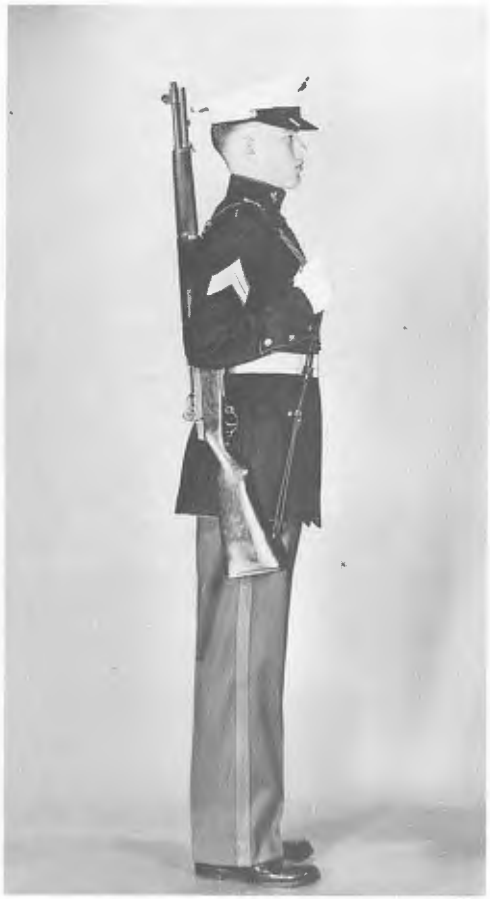

FIGURE 15.—Position of sling arms.

movement and the *only* command which may be given from inspection arms.

(2) On PORT, place the heel edge of your right hand on the operating rod handle and push to the rear. Your fingers should be straight and touching. At the same time, push the follower down with your thumb. Allow the bolt to slide forward about a quarter-inch.

(3) On ARMS, allow the bolt to go home by lifting your hand smartly. Pull the trigger and replace your right hand on the small of the stock (fig. 21).

o. Right shoulder arms from order arms.—(1) The command is RIGHT SHOULDER, ARMS. It is a four-count movement.

(2) On ARMS, lift the rifle across your body. At the same time, take the balance in your left hand.

(3) (Two) Release the upper hand guard with your right hand. Take the heel of the butt between the first two fingers of your right hand and close your fingers and thumb around the stock. Your thumb and index finger touch.

(4) (Three) Place the rifle on your right shoulder without changing your grip on the butt. The sights are up, the piece is tilted at an angle of 45° to the deck, and held so it points directly fore and aft. Your right elbow is against your side and your right forearm level with the deck. While placing the rifle on your shoulder, allow your left hand to slide to the small of the stock. Your left hand guides the rifle to your shoulder. The first joint of your left forefinger touches the rear of the receiver. Your left wrist is straight and left forearm level with the deck. Keep your palm facing to the rear, so it will not resemble a rifle salute.

(5) (Four) On the fourth count, move your left hand smartly back to your left side (fig. 22).

p. Port arms from right shoulder arms.—(1) The command is PORT, ARMS. It is a two-count movement.

(2) On ARMS, jerk the butt down so the rifle will spring from your shoulder. As it leaves your shoulder, twist the butt clockwise one quarter-turn so the rifle will fall in front of your chest, barrel up. Keep your grip on the butt. Raise your left hand smartly to catch the balance four inches in front of the center of your chest.

(3) (Two) Move your right hand to the small of the stock (fig. 23).

q. Order arms from right shoulder arms.—(1) The command is ORDER, ARMS. It is executed in four counts.

(2) At ARMS, remove the rifle from your shoulder in the same manner as described for port arms from right shoulder arms (par. *p* (2) above).

(3) (Two) Remove your right hand from the butt and smartly grasp the upper hand guard. Keep your elbow up and your forearm level.

(4) (Three) Release the balance with your left hand and lower the rifle to a point where the butt is three inches from the deck, slightly to the right of your right toe, and the muzzle pointing straight up. While lowering the rifle move your left hand, thumb and fingers straight and joined to a point near the stacking swivel.

FIGURE 16.—Movements to port arms from order arms.

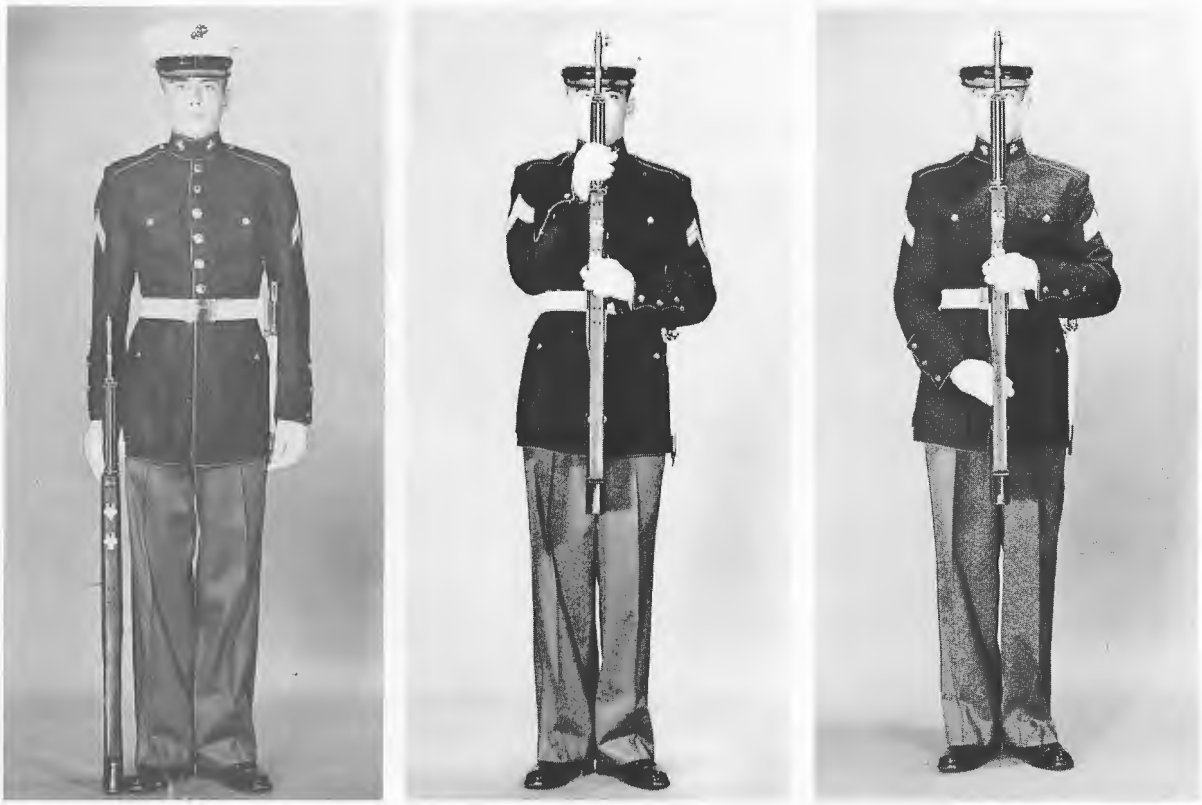

FIGURE 17.—Movements to present arms from order arms.

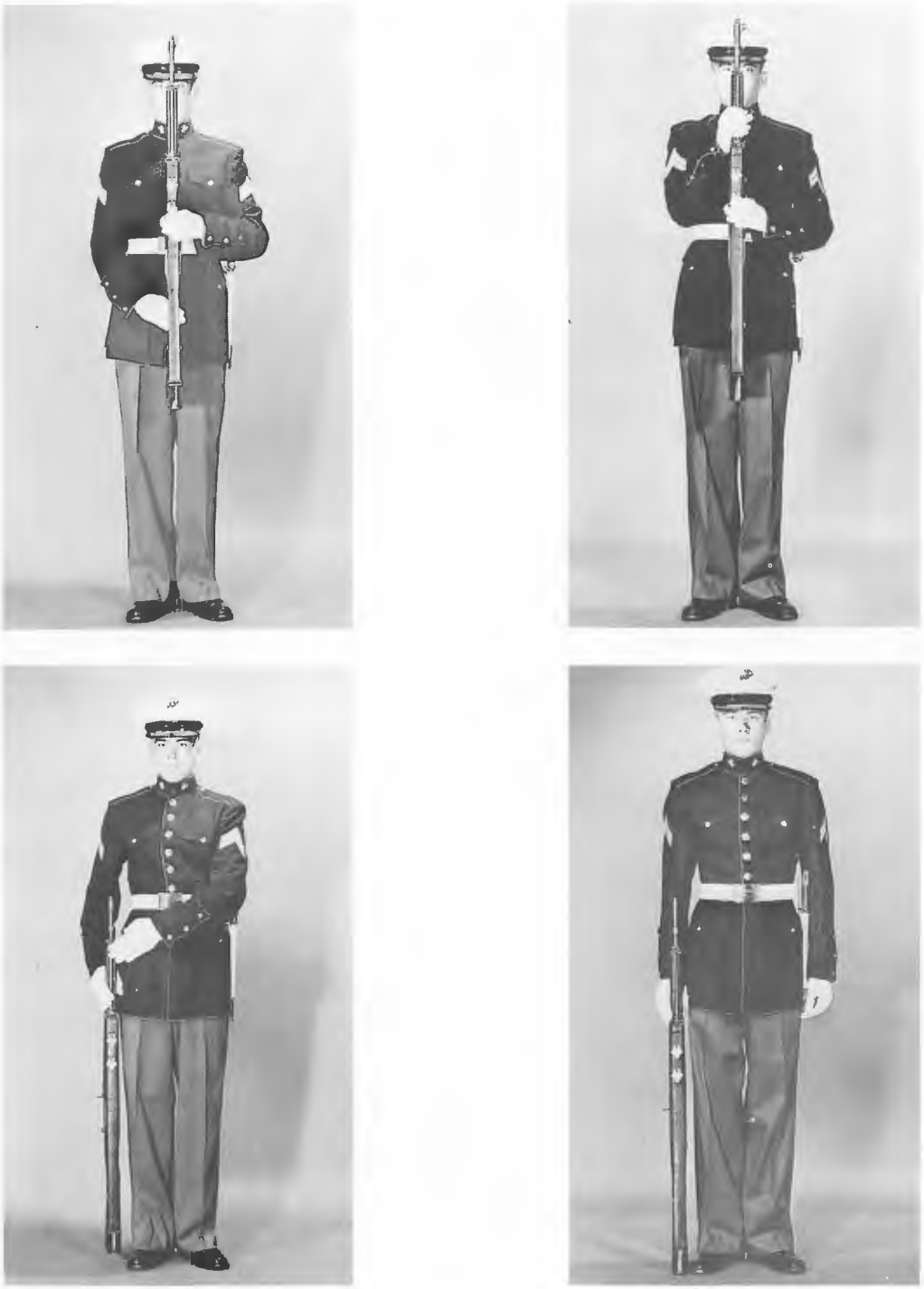

FIGURE 18.—Movements to order arms from present arms.

FIGURE 19.—Movements to order arms from port arms.

FIGURE 20.—Movements to inspection arms from order arms.

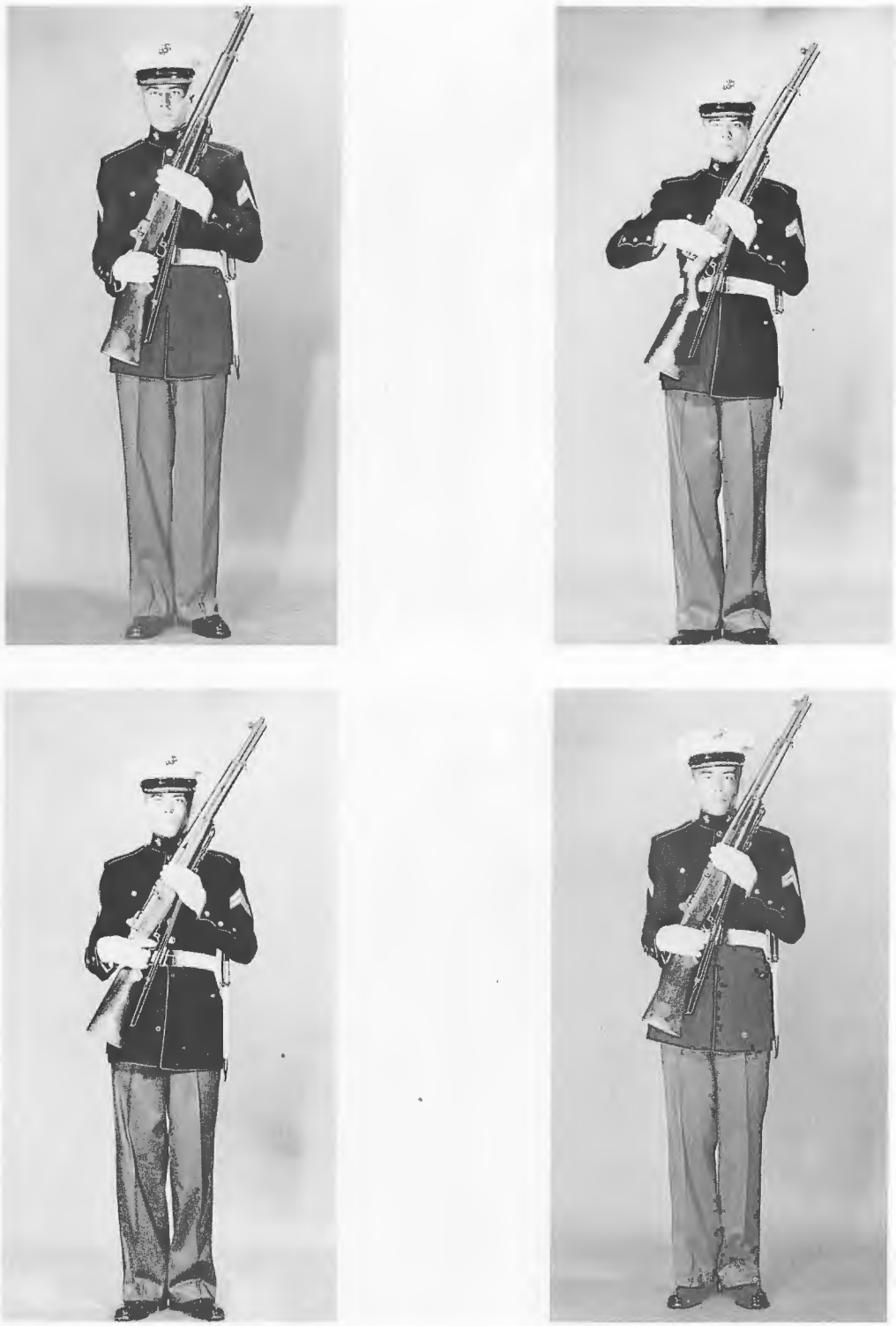

FIGURE 21.—Movements to port arms from inspection arms.

FIGURE 22.—Movements to right shoulder arms from order arms.

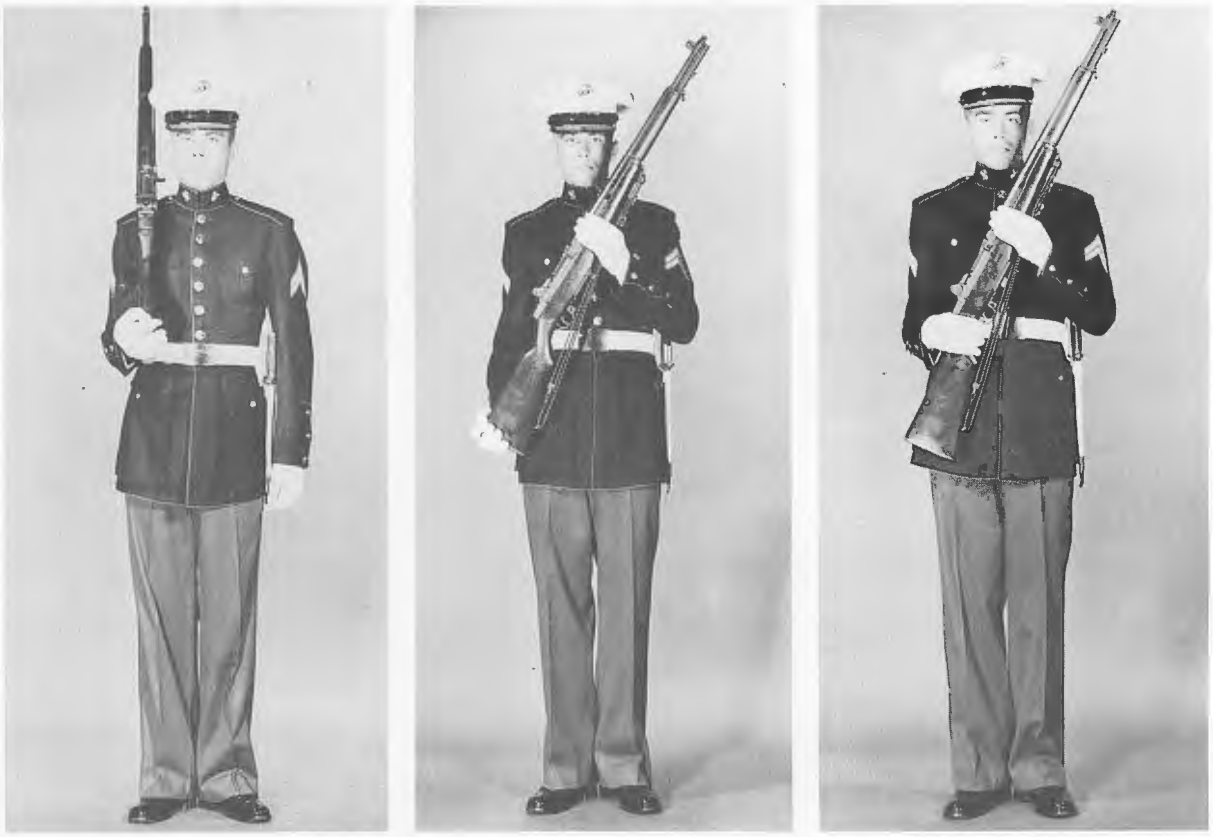

FIGURE 23.—Movements to port arms from right shoulder arms.

This is merely to steady the piece. Keep your palm facing the rear so it will not resemble a rifle salute. The forearm and wrist are straight.

(5) (Four) Lower the butt gently to the deck and move your left hand smartly back to your left side. After this you are at the position of order arms (fig. 24).

r. Right shoulder arms from port arms.—(1) The command is RIGHT SHOULDER, ARMS. It is executed in three counts.

(2) On ARMS, release the small of the stock and grip the heel of the butt between the first two fingers of your right hand. Close your thumb and fingers around the stock. Your thumb and index finger touch.

(3) (Two) Place the rifle on your right shoulder without changing your grip on the butt. The sights are up and the piece tilted at an angle of 45° to the deck. The rifle points directly fore and aft. Hold your right elbow against your side and your right forearm level with the deck. While moving the rifle to your shoulder, allow your left hand to slide to the small of the stock. It guides the rifle to your shoulder. The first joint of your left forefinger touches the rear of the receiver. Your left wrist is straight and left forearm level with the deck. Keep your palm facing to the rear, so it will not resemble a rifle salute.

(4) (Three) Move your left hand smartly back to your side (fig. 25).

s. Left shoulder arms from order arms.—(1) The command is LEFT SHOULDER, ARMS. It is a four-count movement.

(2) On ARMS, carry the rifle across your body with your right hand. At the same time, take the balance in your left hand.

(3) (Two) Release the upper hand guard and grip the small of the stock with your right hand.

(4) (Three) Release the balance with your left hand and place the rifle on your left shoulder with your right hand. At the same time take the heel of the butt between the first two fingers of your left hand. Close your left

FIGURE 24.—Movements to order arms from right shoulder arms.

FIGURE 25.—Movements to right shoulder arms from port arms.

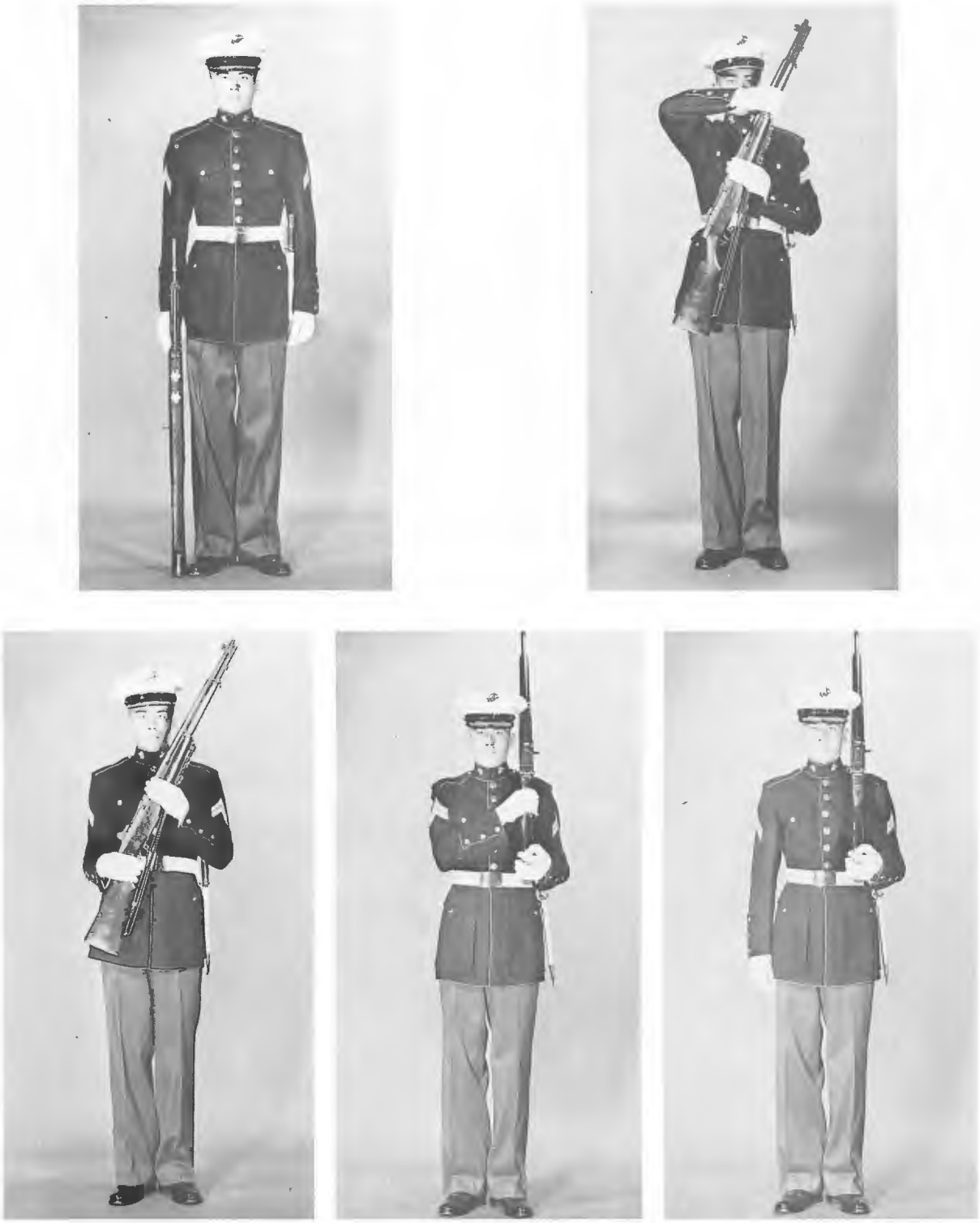

FIGURE 26.—Movements to left shoulder arms from order arms.

hand. Close your left thumb and fingers around the stock. Your thumb and index finger touch. The piece is at an angle of 45° to the deck, and the sights up. Keep the rifle pointing directly fore and aft. Your left elbow is against your side, your left forearm level with the deck.

(5) (Four) Move your right hand smartly back to your side (fig. 26).

t. Port arms from left shoulder arms.—(1) The command is PORT, ARMS. It is executed in two counts.

(2) On ARMS, grip the small of the stock with your right hand.

(3) (Two) Release the butt with your left hand. At the same time, move the rifle across your body with your right hand and grip the balance with your left. The rifle's and your positions are the same as described in subparagraph *p* above, port arms from right shoulder arms (fig. 27).

u. Order arms from left shoulder arms.—(1) The command is ORDER, ARMS. This is a five-count movement.

(2) On ARMS, grip the small of the stock with your right hand.

(3) (Two) Release the butt with your left hand. At the same time, move the rifle across your body with your right hand and take the balance in your left. The rifle is now in the position of port arms.

(4) (Three) Move your right hand to the upper hand guard, with your forearm level with the deck.

(5) (Four) Release the balance with your left hand. Lower the rifle to a position in which the butt is three inches from the deck, slightly to the right of your right toe, and the muzzle straight up. While lowering the rifle move your left hand, thumb and fingers straight and joined, to a point near the stacking swivel. This is merely to steady the piece. Keep your palm facing the rear and your forearm and wrist straight.

(6) (Five) Ease the rifle to the deck and

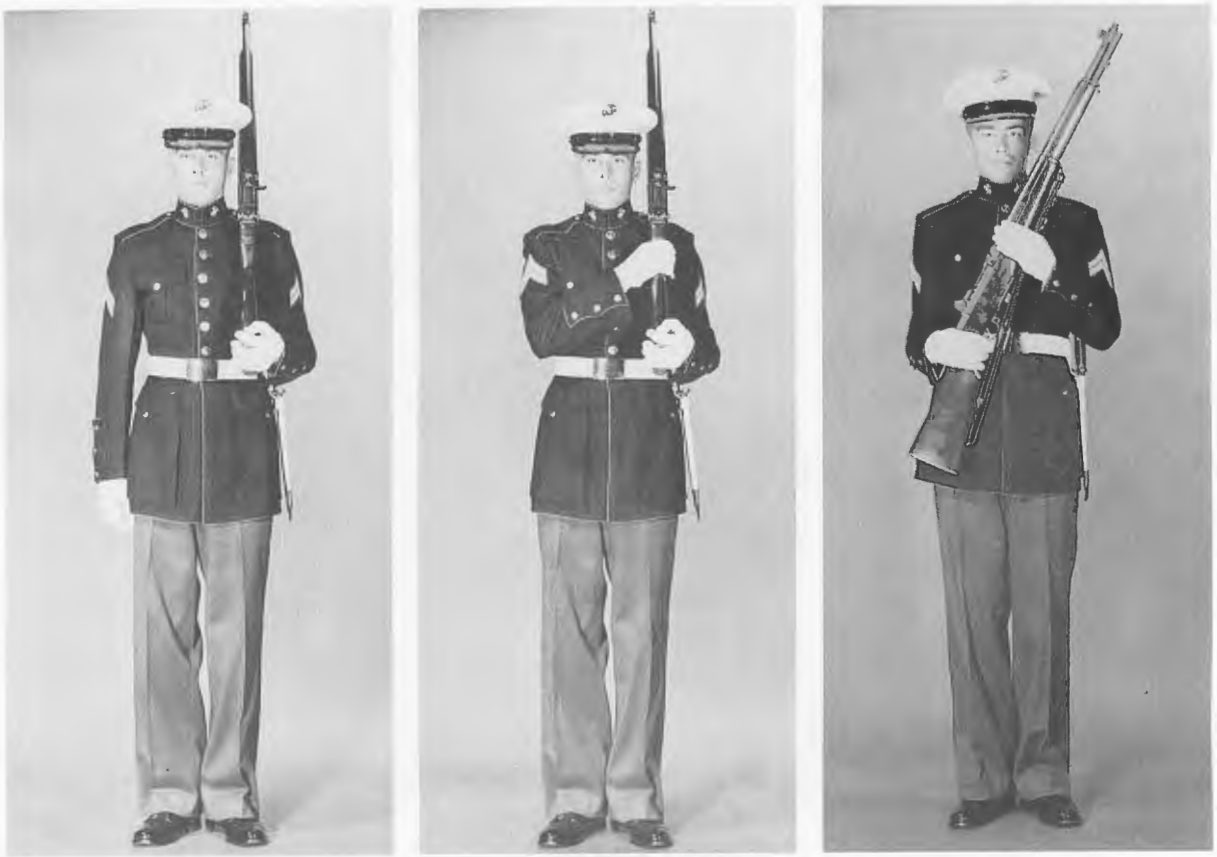

FIGURE 27.—Movements to port arms from left shoulder arms.

FIGURE 28.—Movements to order arms from left shoulder arms.

move your left hand smartly back to your side.

v. Left shoulder arms from port arms.—(1) The command is LEFT SHOULDER, ARMS. It is executed in two counts.

(2) On ARMS, release the balance with your left hand. Place the rifle on your left shoulder with your right hand. The barrel should point upward, tilted at an angle of 45° to the deck. At the same time, take the heel of the butt between the first two fingers of your left hand. Wrap your thumb and fingers around the stock. Your index finger and thumb touch. Keep your left elbow against your side. Keep your left forearm level with the deck.

(3) (Two) Move your right hand smartly back to your right side.

w. Rests with the rifle.—(1) *Parade rest from order arms.*—The command is PARADE, REST. It is executed in one count. It may be given only from order arms. On REST, move your left foot smartly 12 inches to the left. Keep your legs straight so your weight rests equally on both feet. Keep the butt of the rifle on the deck, toe on line with the front of your right shoe.

Slide your right hand upward, regrasping the upper hand guard just below the stacking swivel, fingers joined and curled around touching the thumb. Straighten your right arm directly to the front so that the muzzle points forward and up. Place your left hand behind you, just below your belt. Your fingers should be straight and joined, your palm flat and facing rear (fig. 29).

Parade rest will also be assumed on the preparatory command to ATTENTION, if not already at parade rest. Parade rest is assumed as described in paragraph (1) above except: If at sling arms, the rifle remains slung; if at unsling arms, sling arms first; if at stack arms, assume parade rest without taking arms.

(2) *At ease.*—The command is AT EASE.

FIGURE 29.—Parade rest with the rifle.

It is a one-count movement. It may be given only when halted at attention at order arms, sling or unsling arms, or stack arms. After the command AT EASE, you may move your left leg but must keep your right in place. The rifle is held as in parade rest, but with a relaxed arm, when executed from order arms or unsling arms. You may move but must not talk.

(3) *Rest.*—The command is REST. It may be given only when halted at attention at order arms, sling arms or unsling arms, or stack arms, and is executed in one count. At the command, keep your right foot in place. Your rifle is held as at parade rest, but with a relaxed arm when executed from order arms or unsling arms. If at sling arms, the rifle may be unslung. You may move and talk.

(4) *Fall out from attention.*—The command is FALL OUT. It may be given only when halted at attention with your rifle at order, port, stack, or unsling arms. On the command, leave your place in ranks but remain in the immediate vicinity unless otherwise instructed.

x. Attention from rest positions.—(1) *From parade rest, at ease, or rest.*—The command is SQUAD (PLATOON, COMPANY), ATTENTION.

(*a*) On SQUAD (PLATOON, COMPANY) come to parade rest as described in paragraph *w* (1) above.

(*b*) On ATTENTION, come to order arms in one count, except: if at sling arms, come to attention at sling arms; if at stack arms, come to attention.

(2) *From fall out.*—The command is FALL IN. On the command FALL IN, go back to your place in ranks and come to attention at order arms or unsling arms. If your rifle is stacked, come to attention.

y. Rifle salute at right shoulder arms.—(1) This is a one-count movement, executed on

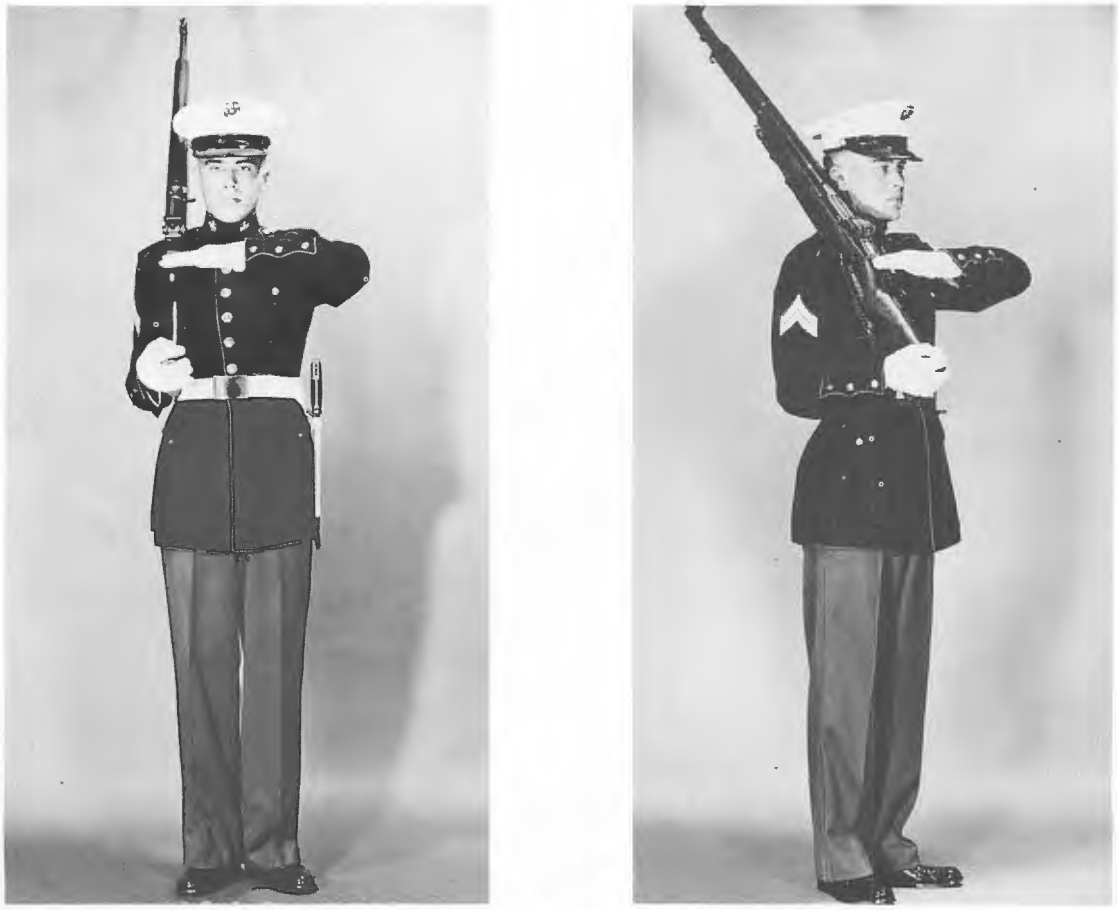

FIGURE 30.—Rifle salute at right shoulder arms.

each of two sets of commands—RIFLE, SALUTE and READY, TWO. It cannot be executed at left shoulder arms.

(2) On SALUTE, move your left hand smartly to the small of the stock. Keep your left forearm level with the deck, palm down, your thumb and fingers straight and joined. The first joint of your forefinger touches the rear of the receiver (fig. 30). When not in ranks, turn your head and eyes toward the person or colors saluted.

(3) On TWO, move your left hand smartly back to your side.

z. Rifle salute at order or trail arms.—(1) These are one-count movements executed on each of two sets of commands, RIFLE, SALUTE and READY, TWO.

(2) On SALUTE, move your left hand smartly to your right side, palm down, thumb and fingers straight and joined. The first joint of your forefinger touches the barrel between the stacking swivel and the bayonet lug (fig. 31). When not in ranks, turn your head and eyes toward the person or color saluted.

(3) On TWO, move your left hand smartly back to your left side.

2a. Hand salute at sling arms.—This is executed in the same manner as a hand salute without arms, except your left hand must hold the rifle sling to steady it. As you salute, move your left hand smartly toward your right shoulder. Grip the sling in front of your right armpit. When the salute is finished, regrasp the sling with your right hand (fig. 32). If the rifle is slung on the left shoulder, the hand salute is rendered in the normal manner.

2–13 LOADING AND CEREMONIAL FIRING OF THE RIFLE.—This subject is covered in chapter 3.

2–14 AUTOMATIC RIFLE MANUAL OF ARMS.—*a. General rules.*—(1) Unless otherwise ordered, the automatic rifle is carried slung

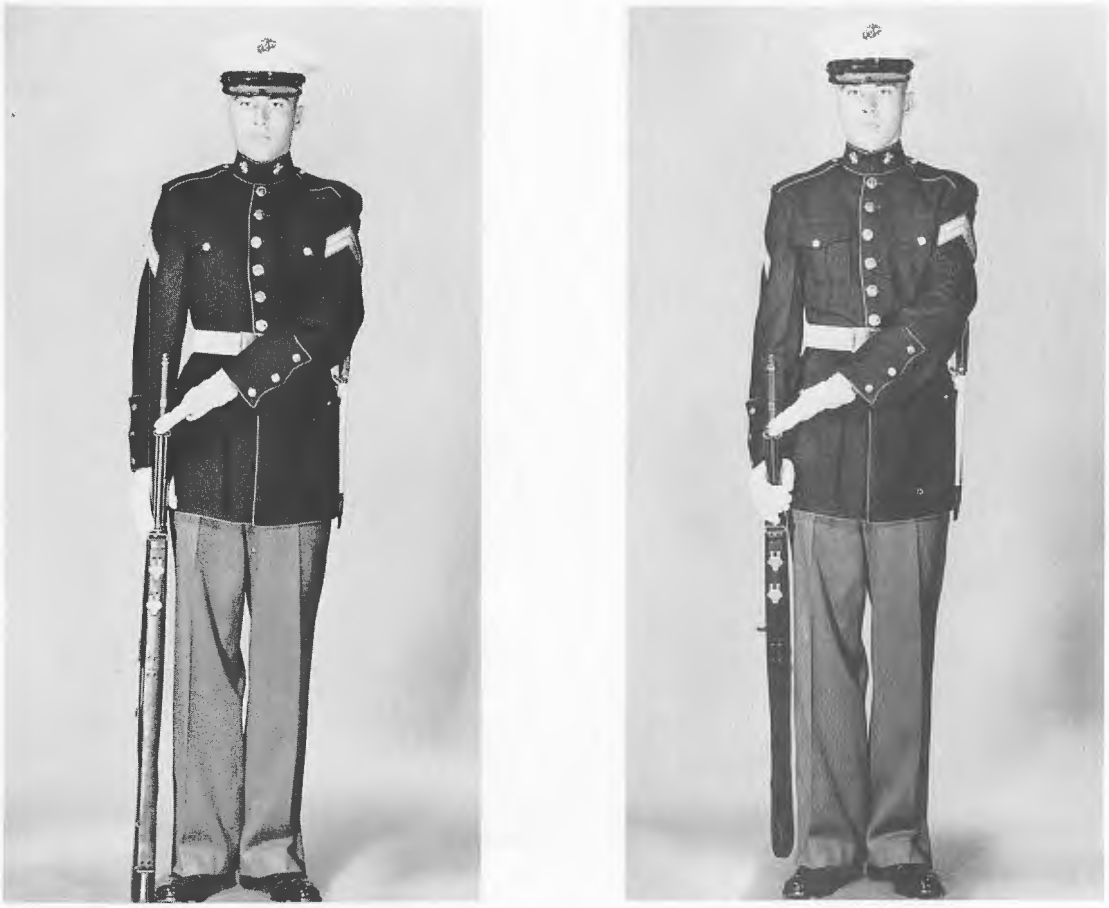

FIGURE 31.—Rifle salute at order and trail arms.

FIGURE 32.—Hand salute with rifle at sling arms.

on the right shoulder. The sights point rearward, with the muzzle straight up. Your right hand grips the sling in front of your right armpit (fig. 33).

(2) A magazine will be in the receiver for drills, ceremonies and guard duty.

(3) On marches, the automatic rifle may be carried on either shoulder. When left shoulder arms is ordered to rest troops, move it to your left shoulder without cadence.

(4) When at ease, keep the automatic rifle slung unless otherwise ordered.

(5) When at rest, the automatic rifle may be unslung. The command to come back to attention is SQUAD (PLATOON), ATTENTION.

(*a*) On SQUAD (PLATOON), sling the rifle and come to parade rest.

(*b*) On ATTENTION, bring your left heel smartly against the right and stand at attention at sling arms.

(6) Commanders may substitute rifles for automatic rifles for instruction, ceremonies, and drill.

(7) The automatic rifle must be held at port arms while marching at double time.

(8) Keep the automatic rifle at sling arms during all rifle manual movements except those listed below.

b. Parade rest from sling arms.—(1) The command is PARADE, REST. It is executed in one count, and will be given only from attention when you are at sling arms.

(2) On REST, move your left foot smartly 12 inches to the left. Rest your weight equally on both feet with your legs straight. At the same time, place your left hand behind you, just below the belt. Your fingers should be straight and touching, palm flat and facing rearward. Remain motionless and don't talk.

c. Sling arms from parade rest.—(1) The command is SQUAD (PLATOON), ATTENTION. It is executed in one count.

(2) On ATTENTION, bring your left heel smartly against the right and stand at attention at sling arms.

d. Inspection arms from sling arms.—(1) The command is INSPECTION, ARMS. It involves many movements which are not executed in cadence, but quickly and smartly.

(2) On ARMS, grasp the sling with your left hand and grip the small of the stock with your right. Rotate the butt forward until the piece is almost level with the deck. Then press the magazine release with your right thumb. At the same time, withdraw the magazine with your left hand. Place the magazine under your belt in front of your left hip. Pull the operating handle to the lock position with your left hand, then slide it forward. Take the magazine from under your belt and hold it in your open left hand at the height of your belt with the follower to the front (fig. 34).

e. Sling arms from inspection arms.—(1) The command is PORT, ARMS. This is the only command which may be given from inspection arms and requires that sling-carried weapons be returned to sling arms.

(2) On ARMS, quickly and smartly pull the trigger, replace the magazine, and resume the position of attention at sling arms.

f. Present arms from sling arms.—(1) The

FIGURE 33.—Position of automatic rifle slung over right shoulder.

FIGURE 34.—Position of inspection arms with automatic rifle.

command is PRESENT, ARMS. It is executed in one count.

(2) On ARMS, execute a hand salute. At the same time, move your left hand smartly across your body and grip the sling in front of your right armpit to steady the piece.

g. Sling arms from present arms.—(1) The command is ORDER, ARMS. This is a one-count movement.

(2) On ARMS, cut your right hand smartly to your right side. Then raise it to grasp the sling in front of your right armpit. At the same time, move your left hand back to your left side.

2–15 CARBINE MANUAL OF ARMS.—*a. General rules.*—(1) Unless ordered otherwise, the carbine is carried slung on the right shoulder.

This weapon is slung with the barrel to the left and the muzzle pointing straight up. Your right hand grips the sling in front of your right armpit.

(2) A magazine will be in the receiver for drill, ceremonies, and inspections.

(3) The carbine may be carried slung over either shoulder during marches. When left shoulder arms is ordered to rest troops, change the carbine to your left shoulder without cadence.

(4) When at ease, keep the carbine at sling arms unless otherwise ordered.

(5) At rest, you may unsling the carbine. When the preparatory command for attention, SQUAD (PLATOON), is given, sling the piece and come to parade rest.

(6) The carbine must be held at port arms when marching at double time.

(7) When armed with the carbine, remain at sling arms for all manual movements except those listed below.

b. Parade rest from sling arms.—(1) The command is PARADE, REST. It is executed in one count and will be given only from attention at sling arms.

(2) On REST, move your left foot smartly 12 inches to the left. Rest your weight equally on both feet with your legs straight. At the same time, place your left hand behind you, just below the belt. Your fingers should be straight and joined, your palm flat and to the rear. Don't change the position of your right hand on the sling.

c. Sling arms from parade rest.—(1) The command is SQUAD (PLATOON), ATTENTION. It is executed in one count.

(2) On ATTENTION, bring your right heel smartly against your left and come to attention at sling arms.

d. Inspection arms from sling arms.—(1) The command is INSPECTION, ARMS. It may be given only from attention at sling arms. It involves many movements which are executed rapidly and smartly without count.

(2) On ARMS, move the left hand to grasp the sling above the right hand. Lift the piece from the shoulder and, at the same time, remove the right arm from between the carbine and the sling. Take the small of the stock in the right hand. Place the butt on the right hip and point the muzzle to the front so the piece is at an angle of 45°. Press the magazine lock to the left with the right forefinger. At the same time, remove the magazine with the left hand. Place it under the belt in front of the left hip. Bring the carbine across the front of the body with the right hand. The muzzle should point up and to the left at an angle of 45° to the body. The muzzle should cross the point where the neck and shoulder join. The butt should be in front of the right hip. Grip the hand guard about 3 inches below the upper band with the left hand.

(3) Pull the operating slide all the way back with the right forefinger. Press the operating slide catch down with the right thumb to lock it in its rear position. Then regrasp the small of the stock with the right hand. At the same time, tilt the head forward and look into the chamber. If it is not empty, empty it. Then raise the head back to attention.

e. Sling arms from inspection arms.—(1) The command is PORT, ARMS. It is the only command which may be given from inspection arms. The movements are executed quickly and smartly without count.

(2) On PORT, pull the operating handle slightly to the rear with the right forefinger.

(3) On ARMS, allow the bolt to go home by lifting the hand smartly. Pull the trigger, replace magazine in receiver, and regrasp the small of the stock with the right hand.

(4) Being at port arms, to execute sling arms

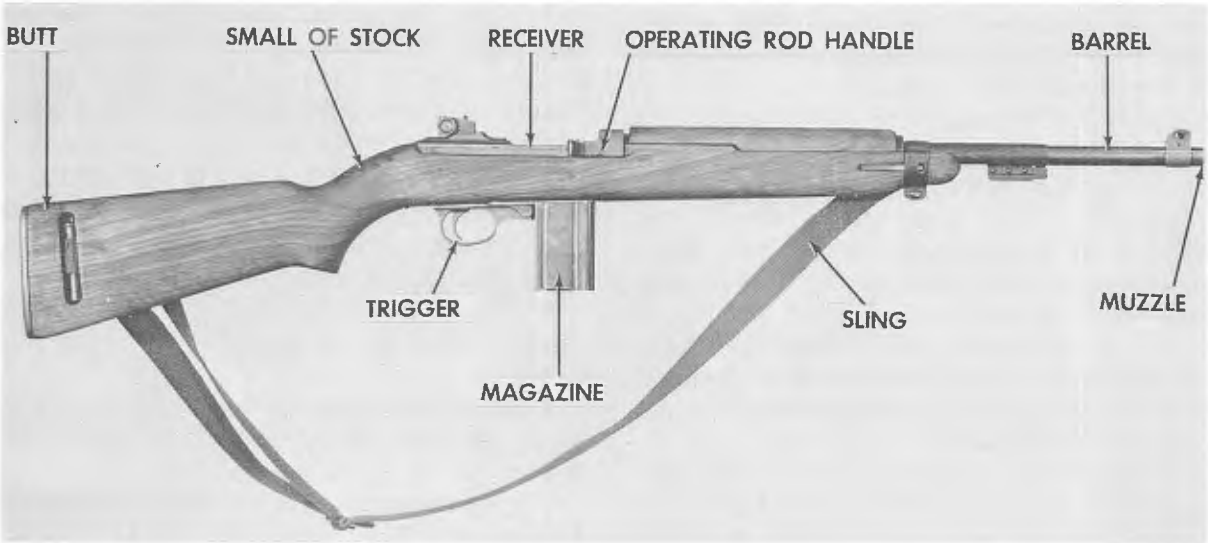

FIGURE 35.—Drill nomenclature of the carbine.

the command is ORDER (RIGHT SHOULDER) ARMS. On ARMS, sling the carbine over the shoulder and stand at attention.

f. Present arms from sling arms.—(1) The command is PRESENT, ARMS. It is executed in one count.

(2) On ARMS, execute the hand salute with the right hand. At the same time, grasp the sling in front of the right armpit with the left hand.

g. Sling arms from present arms.—(1) The command is ORDER, ARMS. It is executed in one count.

(2) On ARMS, move the right hand, in one smart motion, back to its normal position by the right side. Then immediately raise it to grasp the sling in front of the right armpit. At the same time, move the left hand back to the left side.

2–16 PISTOL MANUAL OF ARMS.—*a. General rules.*—(1) When in ranks armed with the pistol, facings, rests, open and close ranks, and alinements are executed as if unarmed.

(2) The pistol manual of arms is not executed in cadence. It is a simple, quick, and safe method of handling the pistol.

(3) When in formation, remain at attention during all rifle manual movements except those listed below.

b. Present arms from attention (pistol in holster).—(1) The command is PRESENT, ARMS. It is executed in one count.

(2) On ARMS, execute the hand salute.

c. Attention (pistol in holster) from present arms.—(1) The command is ORDER, ARMS. It is executed in one count.

(2) On ARMS, return the right hand to its normal position by the right side.

d. Inspection arms from attention (pistol in holster).—(1) The command is INSPECTION, ARMS. It involves many movements which are executed rapidly and smartly without count (fig. 40). It may be executed only when halted at attention with pistol in holster. Inspection arms is not executed with the pistol as part of the rifle manual except when the unit is formed and dismissed.

(2) On ARMS, unbutton the holster flap, grasp the grip, and pull the pistol from the holster, all with the right hand. Raise the right hand to a position level with and six inches in front of the right shoulder. The grip should be held between the thumb and last three fingers, forefinger extended outside the trigger guard. The muzzle points forward and up at an angle of 30 degrees.

(3) Without lowering the muzzle or the right hand, turn the barrel slightly clockwise, look at the pistol, press the magazine catch with the right thumb, and remove the magazine with the left hand. Turn the barrel back to the front. Place the magazine between the pistol belt and outer garment.

(4) Without lowering the muzzle or the right hand, grasp the slide with the thumb and fingers of the left hand, thumb on the left side of the slide and pointing downward. Keep the left forearm parallel with the deck. Push the slide all the way to the rear and engage the slide stop in its notch with the right thumb. Look into the chamber; if it is not empty, empty it. Take the magazine from under the belt with the left hand. Raise the left hand to the height of the belt, forearm parallel to the deck, elbow at the side, palm up, fingers extended and joined. Hold the magazine in the open hand, follower to the front.

e. Attention (pistol in holster) from inspection arms.—(1) The command is PORT, ARMS. It is the only command which may be executed from inspection arms.

(2) On ARMS, return the magazine to a position between the belt and outer garment. With the thumb of the left hand, release the slide stop. Keep the muzzle up and squeeze the trigger. Remove the magazine from the belt with the left hand and insert in the pistol. Return the pistol to the holster and button the flap with the right hand.

2–17 REVOLVER MANUAL OF ARMS.—*a. General rules.*—The general rules described in paragraph 2–16*a.* for the pistol are applicable to the manual of arms for the revolver.

b. Present arms from attention (revolver in holster).—Execute as described in paragraph 2–16*b.*

c. Attention (revolver in holster) from present arms.—Execute as described in paragraph 2–16*c.*

d. Inspection arms from attention (revolver in holster).—(1) The command is INSPECTION, ARMS. It involves many movements which

are executed rapidly and smartly without count. It may be executed only when halted at attention with revolver in holster. Inspection arms is not executed with the revolver as part of the rifle manual of arms except when the unit is formed and dismissed.

(2) On ARMS, unbutton the holster, grasp the grip, and pull the pistol from the holster, all with the right hand. Raise the left hand to the front, forearm parallel to the deck, elbow at the side, palm up. Place the revolver at the cylinder in the left hand, latch up, barrel inclined to the left front and downward at an angle of about 30° from the horizontal. Press the latch with the right thumb, push the cylinder out with the second finger of the left hand and, if necessary, eject any live rounds or empty shells by pressing the ejector rod head with the left thumb. Live rounds are placed in the belt with the right hand.

(3) Regrasp the grip with the right hand, holding it between the thumb and last three fingers, forefinger extended outside the trigger guard. Raise the right hand to a position level with and 6 inches in front of the right shoulder. The muzzle points forward and up at an angle of 30 degrees.

e. Attention (revolver in holster) from inspection arms.—(1) The command is PORT, ARMS. It is the only command which may be executed from inspection arms.

(2) On ARMS, push the cylinder in with the left hand, return the pistol to the holster and button the flap with the right hand.

2–18 SWORD MANUAL.—*a. General rules.*—(1) Officers and noncommissioned officers execute the sword manual in the same manner with the following exceptions:

(*a*) The officer's scabbard may be rotated to draw or return sword. The Marine officer's scabbard is worn with the convex edge to the rear (fig. 38), except when rotated 180° to draw or return sword. The Navy officer's scabbard is straight and is worn as shown in Figure 37, except when rotated 180° to draw or return sword.

(*b*) The noncommissioned officer's scabbard is attached to a frog which prevents it from rotating. It is worn with the convex edge to the front and remains in that position during draw and return sword.

(2) Officers and noncommissioned officers draw and return sword, without command, when the commander of their unit does. Unless members of the commander's staff, they execute all other movements of the sword manual on the commander's command to the unit. The commander of a unit and his staff execute all other movements of the sword manual on the commander's separate command to his staff, given after his command to the unit. The sword will be drawn whenever with armed troops, except when at ease, rest, route step, at ease march, inspecting troops, or when the commander of a unit being inspected.

(3) Carry sword is assumed when:

(*a*) Giving commands.

(*b*) Changing position in formation at quick time.

(*c*) Addressing or being addressed by a senior.

(*d*) The preparatory command for, and while marching at quick time, has been given.

(*e*) Any manual of arms movement has been ordered except parade rest, at ease, rest, present arms, order arms, or eyes right (left). When in formation with personnel to your front at normal distance or less (organization staffs excluded), remain at carry sword except during rest or at east.

(4) Present sword is assumed when:

(*a*) Saluting with the sword.

(*b*) The unit is presented to the colors or to any person, or when the *National Anthem*, *To The Color*, *Retreat* or *Hail to the Chief* is played.

(*c*) Executing eyes right (left) while marching past a reviewing officer or stand. If in the interior of a formation, remain at carry sword.

(5) While marching with sword at the carry, the arms should swing 6 inches to the front and 3 inches to the rear. Do not hold the scabbard or sling.

(6) While marching at double time, hold the sword diagonally across the chest with the sharp edge to the front. Hold the scabbard with the left hand just below the lower brass ring mounting.

(7) Sword knots are worn as prescribed in chapter 49, *Marine Corps Manual*, or *U. S. Navy Uniform Regulations*, whichever is appropriate.

FIGURE 36.—Movements to inspection arms with the pistol.

(8) When calling roll, reading documents, or publishing orders to a formation, slip the fingers of the left hand between the sword grip and knot (Marine officers) or guard (Navy officers or noncommissioned officers). Allow the sword to hang, with the grip to the front across the knuckles. Keep the left elbow against the side. Hold the document with both hands.

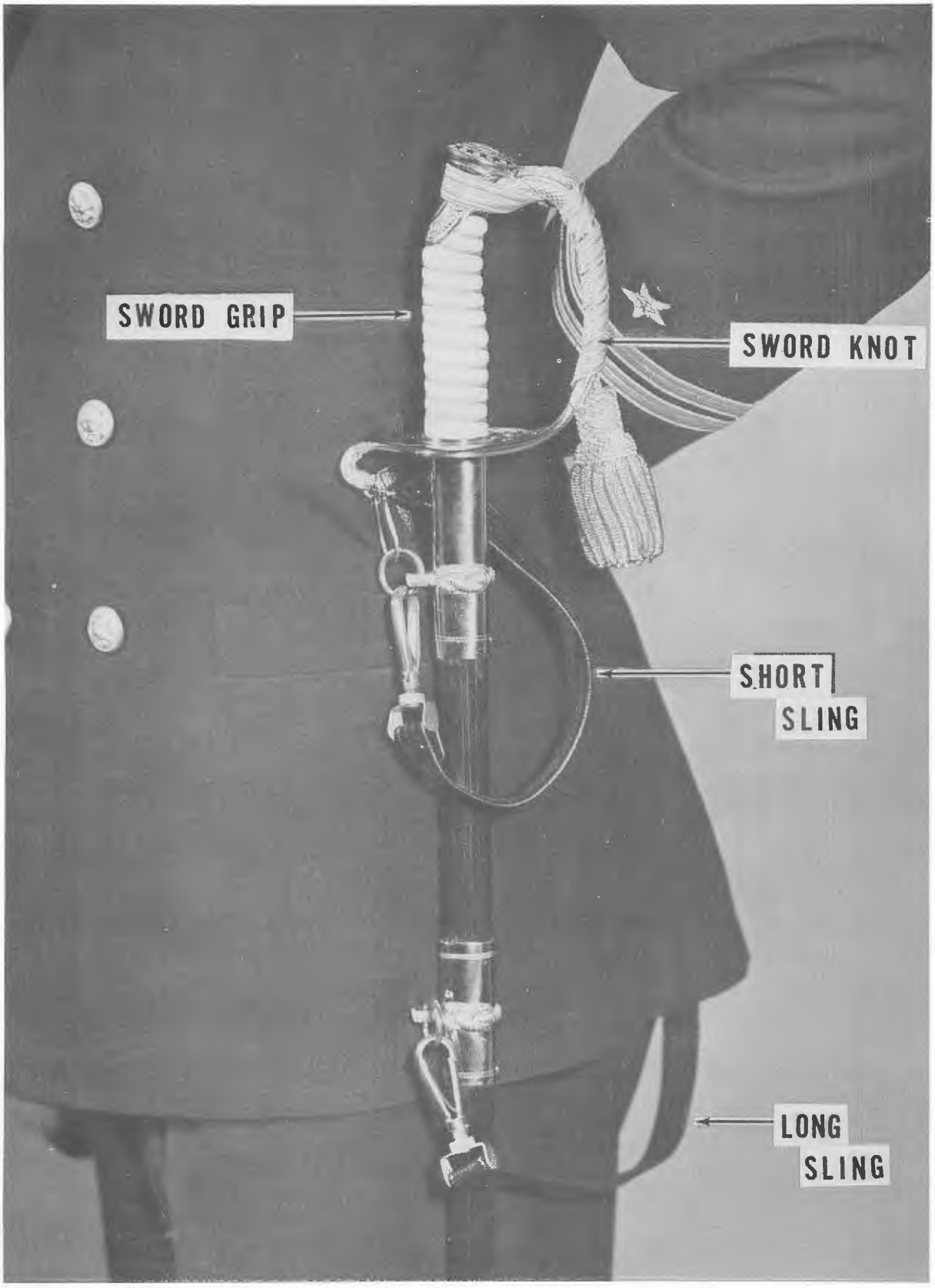

FIGURE 37.—Drill nomenclature of the Navy officer's sword.

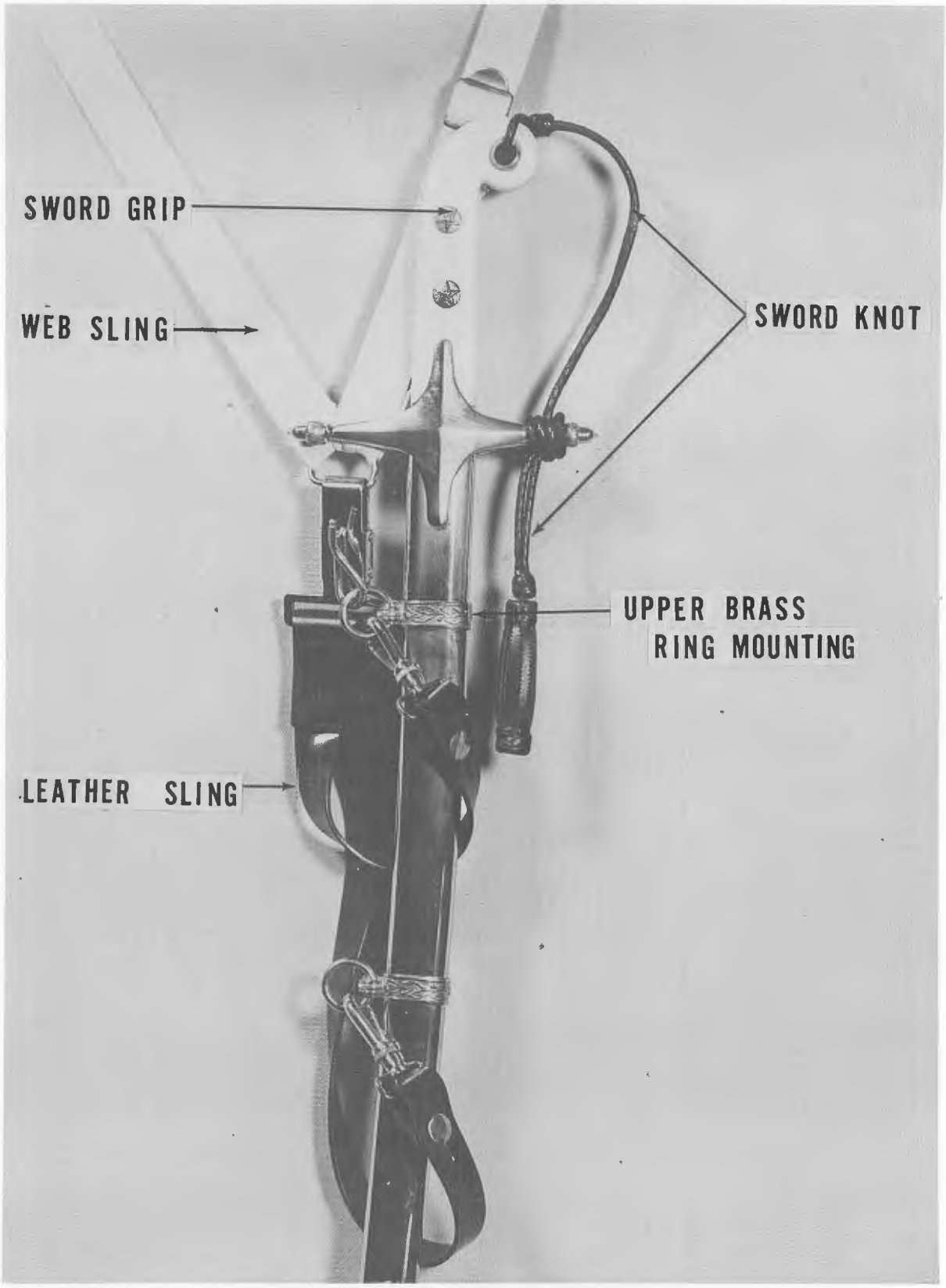

FIGURE 38.—Drill nomenclature of the Marine officer's sword.

FIGURE 39.—Publishing orders when armed with a sword.

(9) When not in formation, keep the sword in its scabbard. Salute by executing the hand salute.

b. Draw sword.—(1) On DRAW:

(*a*) *Officers.*—Grip the scabbard below the upper brass ring mounting with your left hand. Turn it clockwise 180°. Tilt it forward to form an angle of 45° with the deck. Take the sword grip in your right hand and pull it about 6 inches from the scabbard. Your right forearm should now be parallel to the deck, and your left hand holding the scabbard against your side.

(*b*) *Noncommissioned officers.*—Grip the scabbard just below the frog with your left hand. Tilt it forward to form a 45° angle with the deck. Take the grip in your right hand and raise it about ten inches from the scabbard. Your right forearm should now be parallel to the deck and your left hand holding the scabbard against your side.

(2) On SWORD:

(*a*) Draw the sword smartly, raising the right arm to its full extent, directly to the front at an angle of about 45°, the sword in a straight line with the arm, edge down; drop the left hand by the side.

(*b*) (Two) Pause for one count.

(*c*) (Three) Bring the back of the blade against the shoulder seam of the coat, the blade vertical, back of the grip to the rear, the arm nearly extended, the thumb and forefinger embracing the lower part of the grip, the thumb against the trouser seam, the fingers joined behind the end of the hilt. This is the position of carry sword (fig. 40).

c. Present sword from carry or order sword.—(1) The command is PRESENT, SWORD (ARMS). It may be given only when halted at order or carry sword. It is executed in two counts.

(2) On PRESENT, raise your right hand to the level of and 6 inches in front of your neck. Keep your thumb on the left side of the grip, wrist straight, and elbow against your body. The blade should tilt forward at 30°.

(3) (Two) On SWORD (ARMS), whip the point down smartly to a position 3 inches above the deck and slightly right of your right foot. Straighten your arm so the guard (Navy officers and noncommissioned officers) or your hand (Marine officers) is against your trouser seam. The blade is inclined down and to the front with the sharp edge to the left. Your thumb remains on the left side of the grip (fig. 41).

d. Order sword from present sword.—(1) The command is ORDER, SWORD (ARMS). It is executed in one count.

(2) On SWORD (ARMS), turn the sharp edge down. In this position your right arm hangs naturally with your thumb along the trouser seam. The blade slants down to the front with the point 3 inches from the deck.

e. Sword salute from carry or order sword.—When the sword is at carry or order sword and it becomes necessary to salute, execute present sword. After your salute has been returned, come to order sword (then to carry sword if walking).

f. Eyes right (left) from carry or order sword.—(1) The command, is EYES, RIGHT (LEFT). It may be given only when halted at order sword or when marching at carry sword. It is executed in two counts.

(2) On EYES, raise your right hand to the level of and six inches in front of your neck. Keep your thumb on the left side of the grip,

wrist straight, and elbow against your body. The blade should tilt forward at 30°.

(3) (Two) On RIGHT (LEFT), whip the point down smartly to a position 3 inches above the deck and slightly right of your right foot. Straighten your arm so the guard (Navy officers and noncommissioned officers) or your hand (Marine officers) is against your trouser seam. The blade is slanted down and to the front, with the sharp edge to the left. Your thumb remains on the left side of the grip. At the same time, turn your head and eyes 45° to the right (left). If in the extreme right (left) file, continue looking straight ahead (fig. 43).

g. Order sword from eyes right (left).—(1) The command is READY, FRONT. It is executed in one count.

(2) On FRONT, turn the sharp edge of the sword down. At the same time, turn your head and eyes smartly to the front.

h. Carry sword from eyes right (left).—(1) The command is READY, FRONT. Execution is begun on the preparatory command.

(2) On READY, turn the sharp edge of the sword down.

(3) On FRONT, raise the sword to carry. At the same time, turn your head and eyes to the front.

i. Parade rest from order sword.—(1) The command is PARADE, REST. This command is normally given only from order sword, in which case it is executed in one count.

(2) If given when at another position of the manual, come to order sword on the command PARADE.

(3) On REST, move your left foot smartly 12 inches to the left. At the same time, lower the point of the sword, place your left hand behind you, just below the belt. Your fingers are straight and joined, your palm flat and facing rear (fig. 44).

j. Order sword from parade rest.—(1) The command is PLATOON (COMPANY, DETAIL), ATTENTION. It is executed in one count.

(2) On ATTENTION, bring your left heel smartly against your right and your left hand back to your side.

k. At ease from any position of the sword.—(1) The command is AT EASE. It may be given from any position of the sword.

(2) On AT EASE, come to order sword if not already at that position. Then move your left foot 12 inches to the left and lower the point of the sword to the deck. Rest your weight equally on both feet with your legs straight. At the same time, place your left hand behind you. Keep your fingers straight and joined, your palm flat and facing rear. You may relax and, except for your right foot, move about. Do not talk.

l. Rest from any position of the sword.—The command is REST. It is executed in the same manner as at ease, the only difference being that you may talk.

m. Order sword from at ease or rest.—(1) The command is PLATOON (COMPANY, DETAIL), ATTENTION. Execution is begun on the preparatory command.

(2) On PLATOON (COMPANY, DETAIL,) come to parade rest.

(3) On ATTENTION, bring your left heel smartly against your right and your left hand back to your side.

n. Return sword from carry or order sword.—(1) The command is RETURN, SWORD. Execution is begun on the preparatory command.

(2) On RETURN:

(*a*) Officers raise your right hand to a position 6 inches in front of your neck. Keep your thumb on the left side of the grip, wrist straight and elbow against your body. The sword should tilt forward at 30°. At the same time, grasp the scabbard with your left hand just above the upper brass ring mounting. Tilt it forward and turn it clockwise 180°. The scabbard should form a 45° angle with the deck. Then lower the sword point to a position just above the opening of the scabbard. Look down at the opening. Guide the point 6 inches into the opening with your left thumb and forefinger. Then raise your head back to attention. Your right forearm should now be across your body, parallel to the deck. Your left hand holds the scabbard against your side.

(*b*) Noncommissioned officers, raise your right hand to a position 6 inches in front of your neck. At the same time grasp the scabbard just below the frog with your left hand. Keep your thumb on the left side of the grip, wrist straight and elbow against your body. Tilt the sword forward to make a 30° angle with the deck. Then lower the sword point to a posi-

FIGURE 40.—Movements to carry sword from attention (sword in scabbard).

FIGURE 40.—Continued

FIGURE 41.—Movements to present sword from carry sword.

FIGURE 42.—Position of order sword.

tion just above the opening of the scabbard. Look down at the opening. Guide the point into the opening with your left thumb and forefinger until your right hand is 10 inches from the scabbard. Then raise your head back to attention. Your right forearm should now be across your body. Your left hand holds the scabbard against your side.

(3) On SWORD, push smartly down on and release the hand grip of the sword so it will slide all the way into the scabbard. In the same motion, bring your right hand back to your right side (officers must then turn the scabbard counterclockwise 180°). Release the scabbard with your left hand (fig. 45).

2–19 GUIDON MANUAL.—*a. General rules.*—(1) The guidon is a company identification flag. It is carried at ceremonies and at other times prescribed by the commander.

(2) In garrison, the guidon may be displayed at company headquarters between morning and evening colors, except during inclement weather and when carried in formation.

(3) In selecting a guidon bearer, the company commander should choose a man outstanding for his snap, bearing, appearance, and ability.

(4) When acting as guidon bearer, you are considered under arms and will not carry a weapon.

(5) The guidon is brought to present guidon, parade rest, and order guidon with the company.

(6) When at route step or at ease march, the guidon may be carried in either hand. When at order guidon, bring the guidon to carry on the preparatory command for marching in quick time.

(7) For marching at double time, on the preparatory command, hold the staff across your body with the spearhead to the left. Your right hand grasps the same spot as at carry. Your right forearm is level with the deck and your

FIGURE 43.—Eyes right, with the sword.

elbow against your body. Grip the staff with your left hand in front of the point where your neck and left shoulder join. The flat side of the spearhead should face front.

b. Order guidon.—At order guidon the ferrule rests on the deck, touching your right shoe to the right of your right toe. Hold the staff in the "V" formed by your right thumb and fingers. Your thumb and fingers should be straight, your fingers touching. Keep your right arm behind the staff and your elbow slightly bent. The upper staff rests in the hollow of your right shoulder. The staff points straight up with the flat side of the spearhead facing front. Except for your right hand, your entire body is at attention (fig. 47).

c. Carry guidon.—(1) This is the normal position of the guidon while marching at quick time. It is the same as order guidon except the ferrule is 6 inches above the deck (fig. 48).

(2) From carry guidon, movements to present guidon, order guidon, and ready guidon may be executed.

d. Carry guidon from order guidon.—(1) This is executed on a preparatory command, such as FORWARD, which requires moving to a new position. Execution is begun on the preparatory command.

(2) On the preparatory command, place your left hand on the staff 2 inches above your right.

(3) Loosen the grip of your right hand. Pull the staff up with your left until the ferrule is 6 inches above the deck. Hold the staff straight up with your right hand.

(4) Move your left hand smartly back to your side.

e. Order guidon from carry guidon.—(1) The command is ORDER, ARMS. It is executed in one count.

(2) On ARMS, allow the staff to slip through your right hand until the ferrule touches the deck.

f. Present guidon from order or carry guidon.—(1) *General.*—

(*a*) From order guidon at the halt, the command is PRESENT, ARMS. From carry guidon on the march, the command is EYES, RIGHT. At officers center, the movement is executed at a halt, from carry, without command.

(*b*) Because your right hand is 6 inches lower on the staff at carry than at order, the ferrule will extend farther to the rear when you present guidon from order than it will when you present guidon from carry (fig. 53).

(2) *From order guidon.*—(*a*) The command is PRESENT, ARMS. It is executed in one count.

(*b*) On ARMS, lower the guidon straight to the front, extending the right arm nearly horizontal until the staff, resting in the pit of the right arm, is horizontal. As the staff is lowered, turn it to the left so the sharp edge of the spearhead faces down. Hold your right elbow firmly against the body.

(3) *From carry guidon.*—The command is EYES, RIGHT (LEFT). It is executed in the same manner as from order guidon except that the head and eyes are turned right (left) 45° as the guidon is lowered (fig. 50).

g. Order guidon and carry guidon from present guidon.—(1) *General.*—To order guidon the

FIGURE 44.—Parade rest with the sword.

command is ORDER, ARMS. To carry guidon the command is READY, FRONT.

(2) *To order guidon.*—On ORDER, grasp the staff smartly and audibly with the left hand, palm up, at a point just forward of the right hand. On ARMS, with the left hand, carry the guidon up and back to the position of carry guidon. At the same time let the staff slide straight downward through the right hand until the ferrule tests on the deck, the left hand steadying the staff as it slides downward. Cut the left hand smartly back to its normal position at the left side.

(3) *To carry guidon.*—On READY, grasp the staff smartly and audibly with the left hand, palm up, at a point just forward of the right hand. On FRONT, with the left hand, carry the guidon up and back to the position of carry guidon. Cut the left hand smartly away and turn your head and eyes smartly to the front.

h. Present guidon from carry guidon at officer center.—This movement is executed withou command upon halting at officers center during a parade. It is executed in one count as explained in paragraph *f* (3) above. Hesitate for one count after halting. The movements should be completed on the fourth count after the command HALT.

i. Carry guidon from present guidon at officers center.—(1) The command is CARRY, SWORD (READY, TWO if the officers are not armed with swords).

(2) This movement is executed in the same manner as described in paragraph *g* (3) above, except that the head and eyes are not turned since they remain to the front (fig. 51).

j. Ready guidon from order or carry guidon.—(1) This movement is used as a signal for aiding troops in the execution of commands where hearing verbal commands is difficult. The guidon is brought to ready guidon on the

FIGURE 45.—Return sword from order sword.

FIGURE 45.—Continued

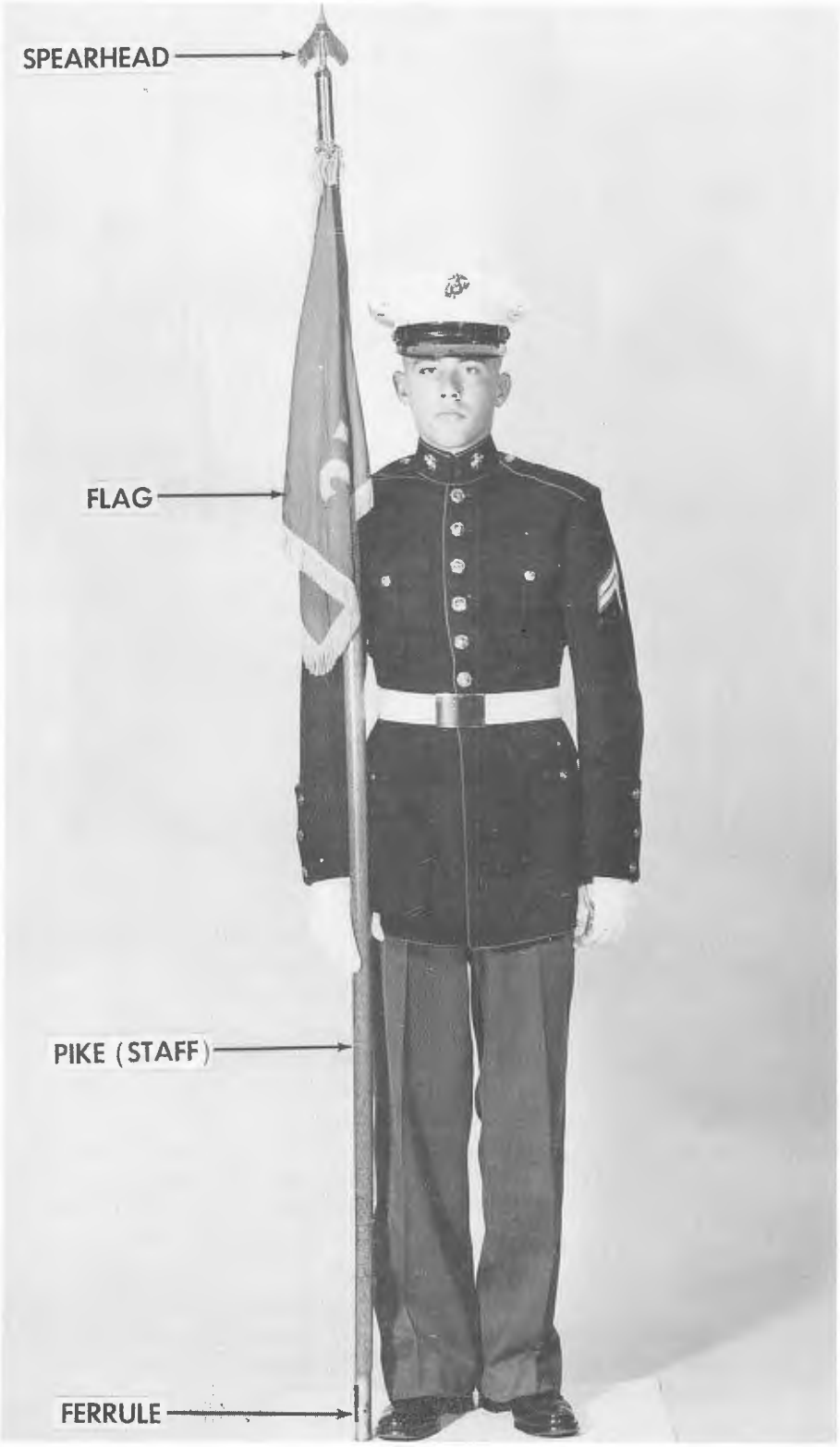

FIGURE 46.—Drill nomenclature of the guidon.

FIGURE 47.—Order guidon.

FIGURE 48.—Carry guidon.

preparatory command. It is smartly lowered to order or carry guidon upon the command of execution (fig. 52).

(2) Ready guidon may be used as a signal for the execution of any command except present arms and eyes right (left), at which times the guidon also renders honors.

k. Guidon salute from carry or order guidon.—(1) The command is GUIDON, SALUTE. It is executed in two counts.

(2) On SALUTE, move your left hand, palm down, smartly to a position 6 inches above your right hand. Keep your thumb and fingers straight and together. Touch the staff with the first joint of your forefinger. Turn your head and eyes toward the person being saluted (fig. 53).

(3) (Two) After your salute is returned, move your left hand smartly back to your side and look to the front.

1. *Rests with the guidon.*—(1) *Parade rest from order guidon.*—(*a*) The command is PARADE, REST. It is executed in one count, and may be given only when halted at attention.

(*b*) On REST, move your left foot smartly 12 inches to the left. Place your left hand behind you, just below the belt. Keep your fingers straight and touching, palm flat and facing rear. At the same time straighten your right arm so the staff of the guidon tilts forward at 30°. The ferrule remains in the same position as at order guidon. The flat side of the spearhead remains facing front.

(2) *At ease from any position of the guidon.*—(*a*) The command is AT EASE. It is executed in one count.

(*b*) On the command, come to order guidon if not already at that position. Move your left foot smartly 12 inches to the left. Rest your weight equally on both feet with your legs

FIGURE 49.—Present guidon.

FIGURE 50.—Eyes right with the guidon.

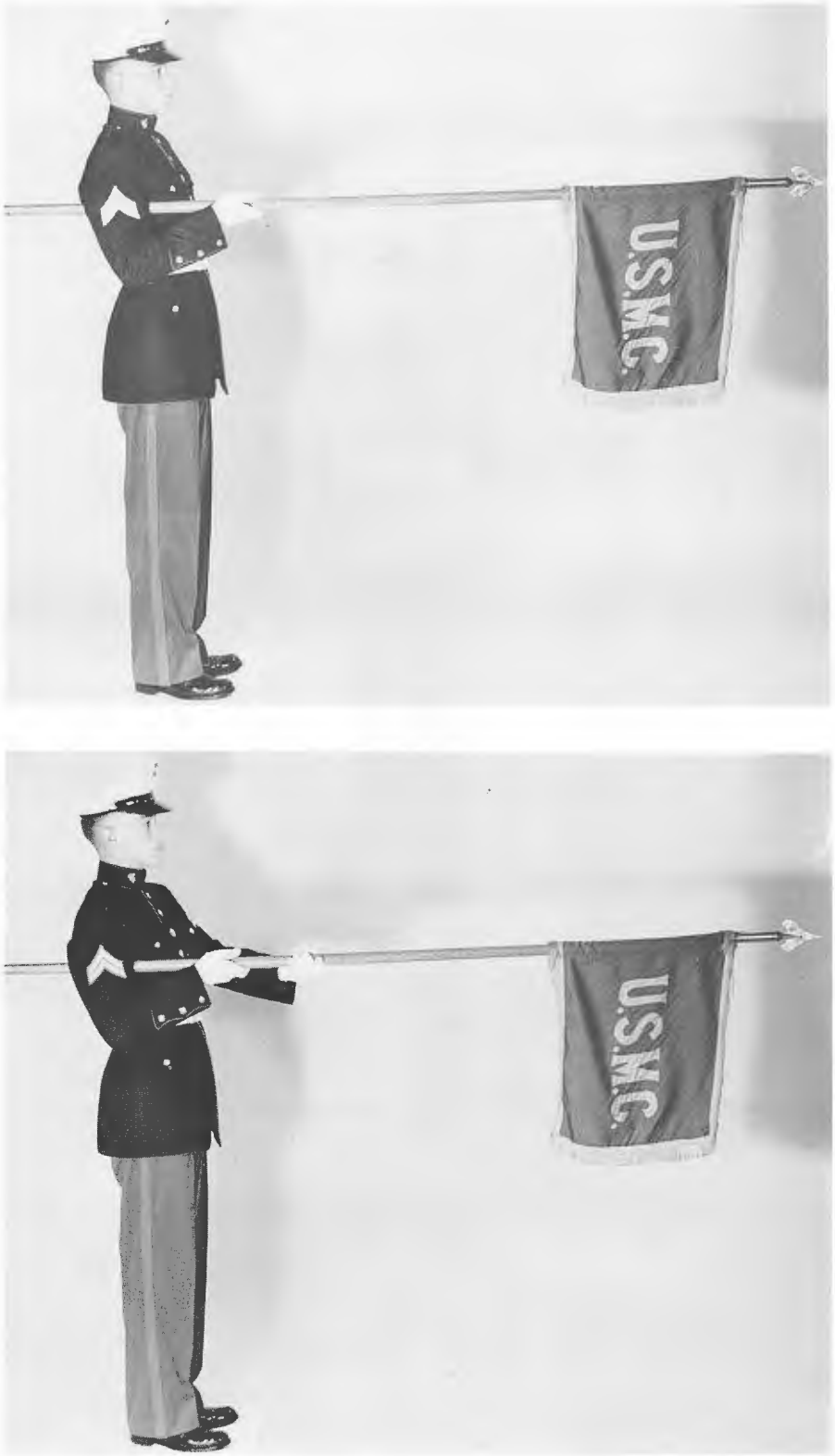

FIGURE 51.—Movements to carry guidon from present guidon.

FIGURE 51.—Continued

straight. Place your left hand behind you, just below the belt. Keep your fingers straight and touching with your palm flat and facing rear. At the same time, straighten your right arm so the staff tilts forward at 30°. The ferrule remains as at the order. The flat side of the spearhead continues facing front.

(*c*) After assuming this position, you may relax and, except for your right foot, move about. Do not talk.

FIGURE 52.—Ready guidon.

(3) *Rest from any position of the guidon.*—The command is REST. It is executed in the same manner as at ease, the only exceptions being that you may talk and hold the staff in either hand.

(4) *Fall out from order guidon.*—The command is FALL OUT. It may be given only from order guidon. Upon the command, leave your position in ranks but remain nearby.

(5) *Order guidon from rest positions.*—(*a*) From parade rest, at ease, and rest, the command is COMPANY, ATTENTION. On COMPANY, come to parade rest if not already at that position. At ATTENTION, come smartly to order guidon.

(*b*) From fall out, the command is FALL IN. Upon the command, go back to your position in formation and stand at attention at order guidon.

FIGURE 53.—Guidon salute from carry or order guidon.

SECTION IV

SQUAD DRILL

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2–20 GENERAL.—*a.* Figure 54 shows symbols used in this manual.

b. A squad is a group of men formed for the purpose of instruction, discipline, control and order.

c. Members of the squad take positions, move and execute the manual of arms as stated in the first three sections of this chapter. All men execute the movements at the same time.

d. Squads are kept intact when practicable. The normal formation for a squad is a single rank or single file (fig. 55). This permits variation in the number of men composing the squad. The first formation is always in line. Column formation may be taken from line formation. A squad, not at drill, may be marched in column of twos by forming in two ranks.

e. The squad marches in line for minor changes of position only.

f. When the squad is armed with rifles: (1) The command RIGHT SHOULDER (SLING), ARMS is given before commanding the squad to move except for short distances, which may be done at trail arms.

(2) At the command SQUAD, HALT remain

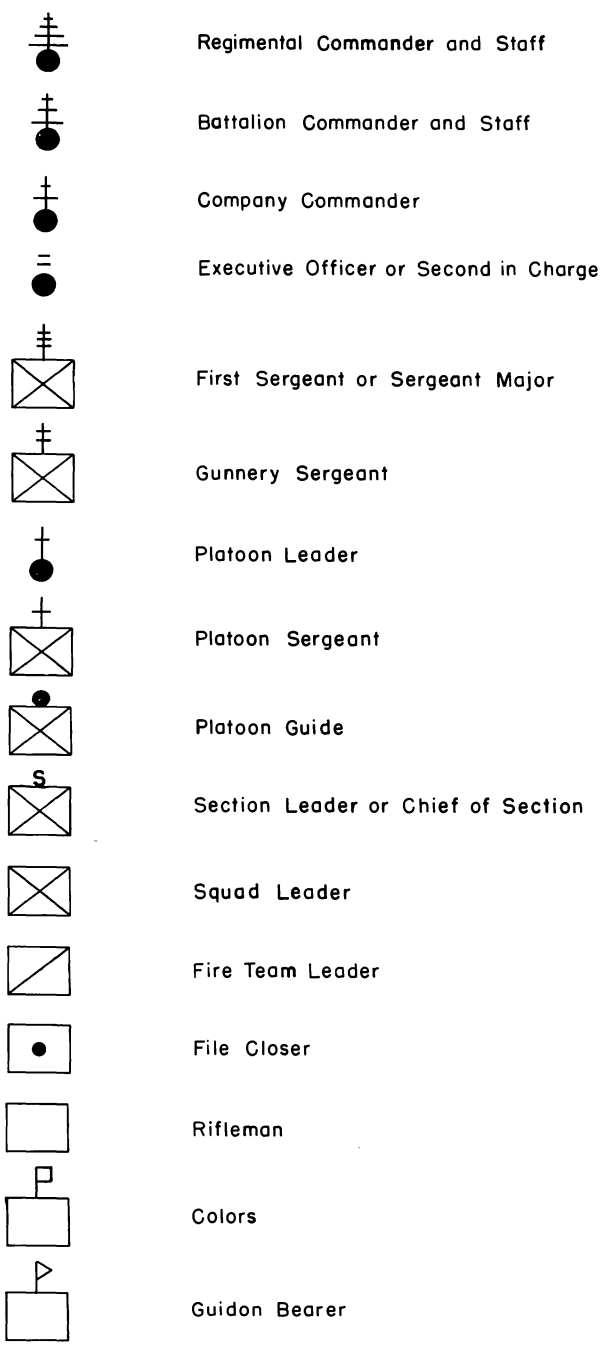

FIGURE 54.—Symbols used in this manual.

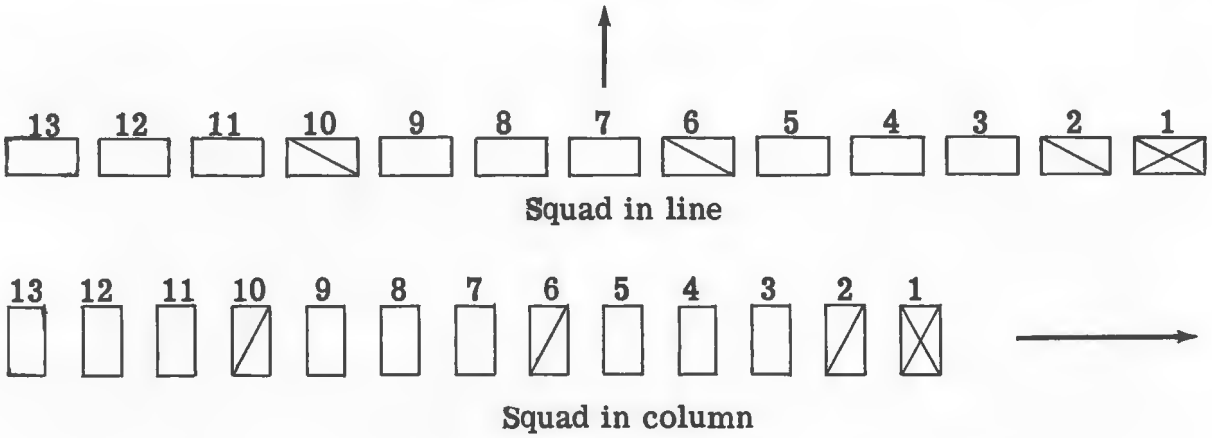

FIGURE 55.—Squad formations.

at the position of right shoulder (left shoulder or port) arms until ORDER, ARMS or some other manual command is given.

2–21 TO FORM THE SQUAD.—*a.* To form at normal interval (fig. 56) the command is FALL IN.

b. The squad forms in line on the left of the squad leader. Each member of the squad except the left flank man raises his left arm shoulder high in line with his body. Fingers are straight and touching each other, palm down. Each man except the squad leader turns his head and looks to the right. To obtain a normal interval each man places himself in line so his right shoulder touches the fingertips of the man on his right. As soon as each man is in line with the man on his right and the man on his left has obtained normal interval he returns smartly and quickly to the position of attention.

c. To form at close interval, the command is AT CLOSE INTERVAL, FALL IN (fig. 57).

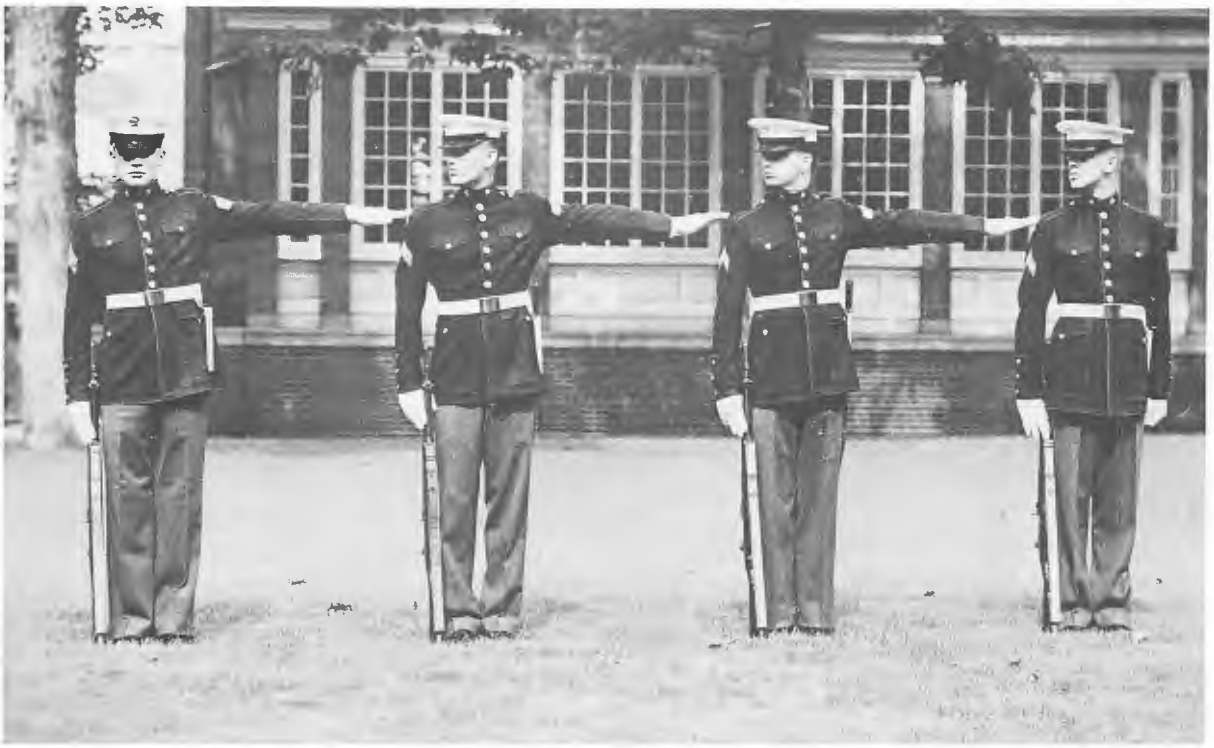

FIGURE 56.—Falling in at normal interval.

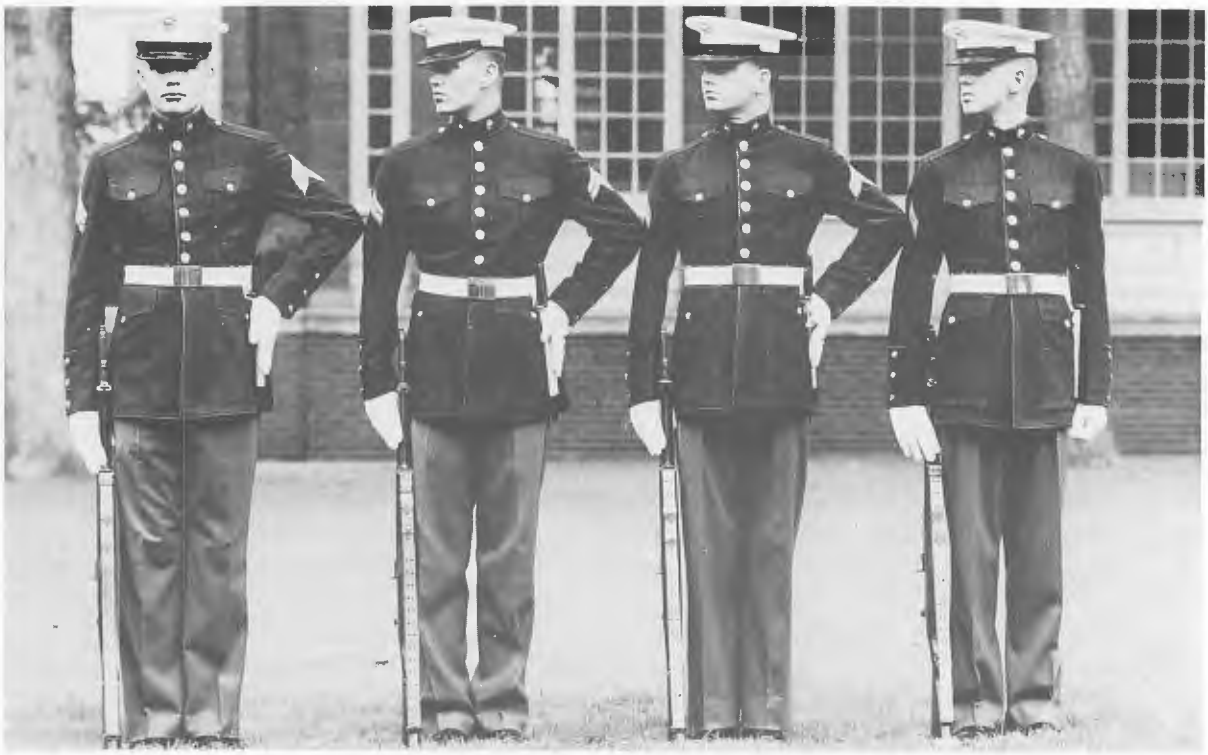

FIGURE 57.—Falling in at close interval.

d. The squad forms in line on the left of the squad leader. Each member of the squad except the left flank man places his left hand on his hip, elbow in line with his body. He rests the heel of the palm on the hip with fingers straight and touching each other and pointing down. Each man except the squad leader turns his head and looks to the right. To obtain close interval, he places himself in line so his right arm touches the elbow of the man on his right. As soon as each man is in line with the man on his right, and the man on his left has obtained close interval, he returns smartly and quickly to the position of attention.

e. If the squad is armed, men fall in with weapons at the position of order arms. Pieces are inspected at once.

2–22 TO DISMISS THE SQUAD.—*a.* The squad is dismissed only from a line with men at attention.

b. Armed troops are dismissed with the commands INSPECTION, ARMS; PORT, ARMS; DISMISSED.

c. Unarmed troops are dismissed with the command DISMISSED.

2–23 TO COUNT OFF.—*a.* In line the command is COUNT, OFF. At the command OFF, all men except the man on the right flank smartly turn their heads and look to the right. The right flank man shouts ONE. When the man on your right calls out his number, you call out the next higher number. At the same time smartly turn your head and look to the front. Numbers are counted in the cadence of quick time from man to man.

b. In column the command is FROM FRONT TO REAR, COUNT, OFF. Each man, starting with the front man, turns his head to the right and smartly shouts his number as he turns his head back to the front.

2–24 TO ALINE THE SQUAD.—*a.* In line the commands are DRESS RIGHT (LEFT), DRESS; READY, FRONT or AT CLOSE INTERVAL, DRESS RIGHT (LEFT), DRESS; READY, FRONT.

b. These commands are given only when the squad is at approximately the same interval as the interval at which the dress is commanded.

c. At the command DRESS, all men except the right flank man smartly turn their heads, look, and aline themselves to the right. At the

same time all men except the left flank man smartly extend their left arms shoulder high (or if at close interval, place their left hands on their hips). All men except the squad leader position themselves by short side steps until their right shoulders touch the fingertips of the men on their right (or right arms touch the elbows of the men on their right). The instructor places himself on line with the squad, one pace from the right (left) flank man, and faces down the line. He checks the alinement of the squad, ordering men, by name or number, to move back or forward as necessary. The instructor does not lean his body to be able to see down the line. He moves with short side steps as necessary to check the alinement, constantly maintaining military bearing.

d. When the alinement is correct, the instructor faces to the right (left) in marching and moves 3 paces forward, halts, faces to the left (right) and commands READY, FRONT. At the command FRONT, men smartly and quietly lower their arms to their sides, turn their heads and look to the front.

e. The left arm is used to obtain interval for both dress right and dress left.

f. In column the command is COVER. At this command, men move as necessary to place themselves directly behind the man in front of them, still maintaining 40-inch distance.

2–25 TO OBTAIN CLOSE INTERVAL FROM NORMAL INTERVAL IN LINE.—The command is CLOSE, MARCH. At the command MARCH, all men, except the right flank man, face to the right in marching, march forward until approximately a 4-inch interval has been obtained, halt, and face to the left. They then form at close interval by placing the left hand on the hip and dressing to the right. When the man on the left has obtained the proper interval, smartly lower the left hand to the side and turn the head to the front.

2–26 TO OBTAIN NORMAL INTERVAL FROM CLOSE INTERVAL IN LINE.—The command is EXTEND, MARCH. At the command MARCH, all men, except the right flank man, face to the left, march forward until approximate normal interval has been obtained, halt, and face to the right. Then form at normal interval by extending the left arm at shoulder height and dressing to the right. When the man on the left has obtained proper interval, smartly lower the left arm to the side and turn the head to the front.

2–27 TO OBTAIN DOUBLE-ARM INTERVAL IN LINE.—*a.* From either close or normal interval, the command is TAKE INTERVAL TO THE LEFT (RIGHT), MARCH. At the command MARCH, men move as when extending, except that the double-arm interval is obtained by each man raising both arms (the right flank man raises only his left arm and the left flank man raises only his right arm) and touching the fingertips of the man on his right. Each man smartly lowers his right arm when he has proper interval; his left arm when the man on his left lowers his right arm. Each man smartly turns his head and looks to the front as he lowers his right arm. Armed troops are given this command only when at sling arms.

b. To obtain normal interval from double-arm interval, the command is ASSEMBLE TO THE RIGHT (LEFT), MARCH. Execute this movement similarly to closing, except form at normal interval.

2–28 TO MARCH TO THE FLANK FROM IN LINE.—*a.* At normal interval, the commands are RIGHT (LEFT), FACE; FORWARD, MARCH. These movements are done as explained in Section II.

b. At close interval, the squad is extended to normal interval before being faced and marched off.

c. Under arms, the commands are RIGHT (LEFT), FACE; RIGHT (LEFT) SHOULDER, ARMS; FORWARD, MARCH. The manual movements are done as explained in INDIVIDUAL INSTRUCTIONS WITH ARMS.

2–29 TO MARCH TO THE OBLIQUE.—*a.* When marching in any formation, the command is RIGHT (LEFT) OBLIQUE, MARCH.

b. To teach men to march to the oblique, the instructor alines the unit and has each man do half right (left) face. The instructor points out each man's position and explains that each man is to keep this position while marching. The position is kept by each man holding his shoulders parallel to the man in front.

c. At the command MARCH, given as the foot in the direction of the turn hits the deck, each man takes one more step forward, faces half right (left) in marching, and steps off at

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a 45° angle from his original direction of march (fig. 58).

d. The command FORWARD, MARCH is given to resume original direction of march. It is given as the foot toward the original front hits the deck. At the command MARCH, each man faces half left (right) in marching and steps off to the front.

e. The command HALT is given on the left foot when halting from right oblique and on the right foot when halting from left oblique. At the command HALT, each man takes one more step in the oblique direction turns to the front on the toe of his right (left) foot and places his left (right) foot beside his right (left) foot.

f. The command IN PLACE, HALT is given as either foot hits the deck to halt the unit in the oblique temporarily for correcting errors. At the command HALT, each man halts in two counts as in quick time but remains facing in the oblique direction. The only command that can be given after halting in place is RESUME, MARCH. At that command, the movement continues in the oblique direction.

g. At half step or mark time while obliquing, resume the full step to the oblique on the com-

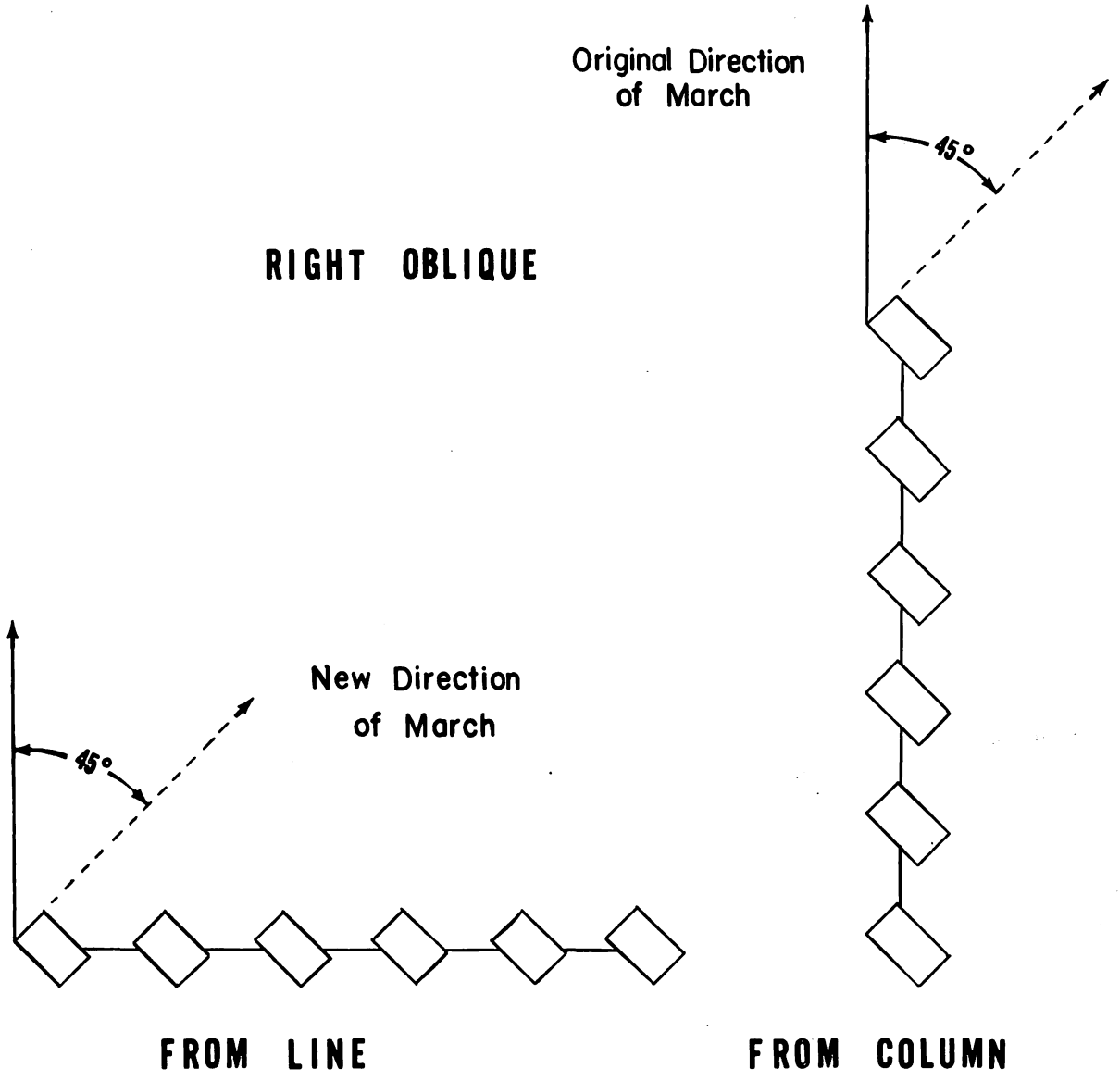

FIGURE 58.—Marching to right oblique.

mand RESUME, MARCH. The word oblique is pronounced to rhyme with strike.

2-30 TO MARCH TO THE FLANK.—*a.* To move a column a short distance to the right or left while in march, the command is BY THE LEFT (RIGHT) FLANK, MARCH. The preparatory command and command of execution are given so they end when the foot in the direction of the turn hits the deck.

b. At the command MARCH, each man takes one more step, then faces to the right (left) in marching and steps out with his right (left) foot in the new direction.

c. This command will not be given at a halt.

2-31 TO CHANGE THE DIRECTION OF A COLUMN.—*a.* The command is COLUMN RIGHT (COLUMN LEFT, COLUMN HALF RIGHT, COLUMN HALF LEFT), MARCH.

b. When marching, the preparatory command and command of execution are given so they end as the foot in the direction of the turn hits the deck (fig. 65). At the command MARCH, the front man faces to the right (left) in marching and steps out with his right (left) foot in the direction of the turn. Other men in the column continue the march to the point where the front man pivoted. At that point they face successively to the right (left) in marching and continue in the direction of the turn.

c. When halted, at the command MARCH, the front man faces to the right (left) in marching by turning to the right (left) on his right toe and steps out with his left foot in the new direction. At the same time all other men march forward and successively face to the right (left) in marching on the same pivot point used by the front man.

d. For slight changes of direction, the command is INCLINE TO THE RIGHT (LEFT). At that command, the front man changes direction as commanded. All other men do likewise when they come to the point on which the front man pivoted. This is not a precise movement. It is executed only when marching.

2-32 TO STACK ARMS.—*a.* Members of the squad stack arms from their positions in line at normal or close interval. Squad members numbered 3, 7, and 11 make the stacks except when there is no one on their left. In squads larger than 14 men, additional stackmen are designated. In squads so armed that it is not feasible for numbers 3, 7, and 11 to make the stacks, other squad members may be designated as stackmen. The command is STACK, ARMS.

b. At the command ARMS, the man on the left of the stackman grips his rifle by the upper hand guard, raises it, with the muzzle straight up, until his right arm is level with the deck. He passes it to the stackman, who grips it with his left hand at the upper hand guard just below the stacking swivel.

c. The stackman places the butt of the left rifle between his feet, with the barrel to the front, muzzle tilted forward. He raises the stacking swivel of the left rifle with his left thumb and forefinger. Then he swings the butt of his own rifle 2 feet in front and 6 inches to the right of his right toe. He then shifts his right hand to the stacking swivel which he engages with that of the left rifle.

d. The man on the right of the stackman grips his rifle with his right hand at the small of the stock, his left hand near the stacking swivel. Without moving his right foot, he steps to the left front and carries his rifle well forward, barrel up. With the forefinger of his left hand, he hooks his stacking swivel to the free hook of the center rifle's stacking swivel. Then he rotates his rifle so the barrel rests in the angle formed by the other two rifles. He pulls the butt toward him until the stack is tight and then lowers the butt to the deck. He then resumes the position of attention.

e. Other rifles, carbines, or automatic rifles are passed to the nearest stack on the right. When passing extra weapons to the stack, the right hand grips the upper hand guard and the left hand grips the balance. The muzzles of weapons point straight up while they are being passed to the stack. They are laid on the stack by the stackman, sights inboard, and tilted so they will remain in place (fig. 59).

2-33 TO TAKE ARMS.—*a.* The squad, in line behind the stacks, takes arms at the command TAKE, ARMS.

b. At the command ARMS, the extra weapons are passed back. Weapons are held as when passed to the stack. As men receive their weapons, they resume order arms.

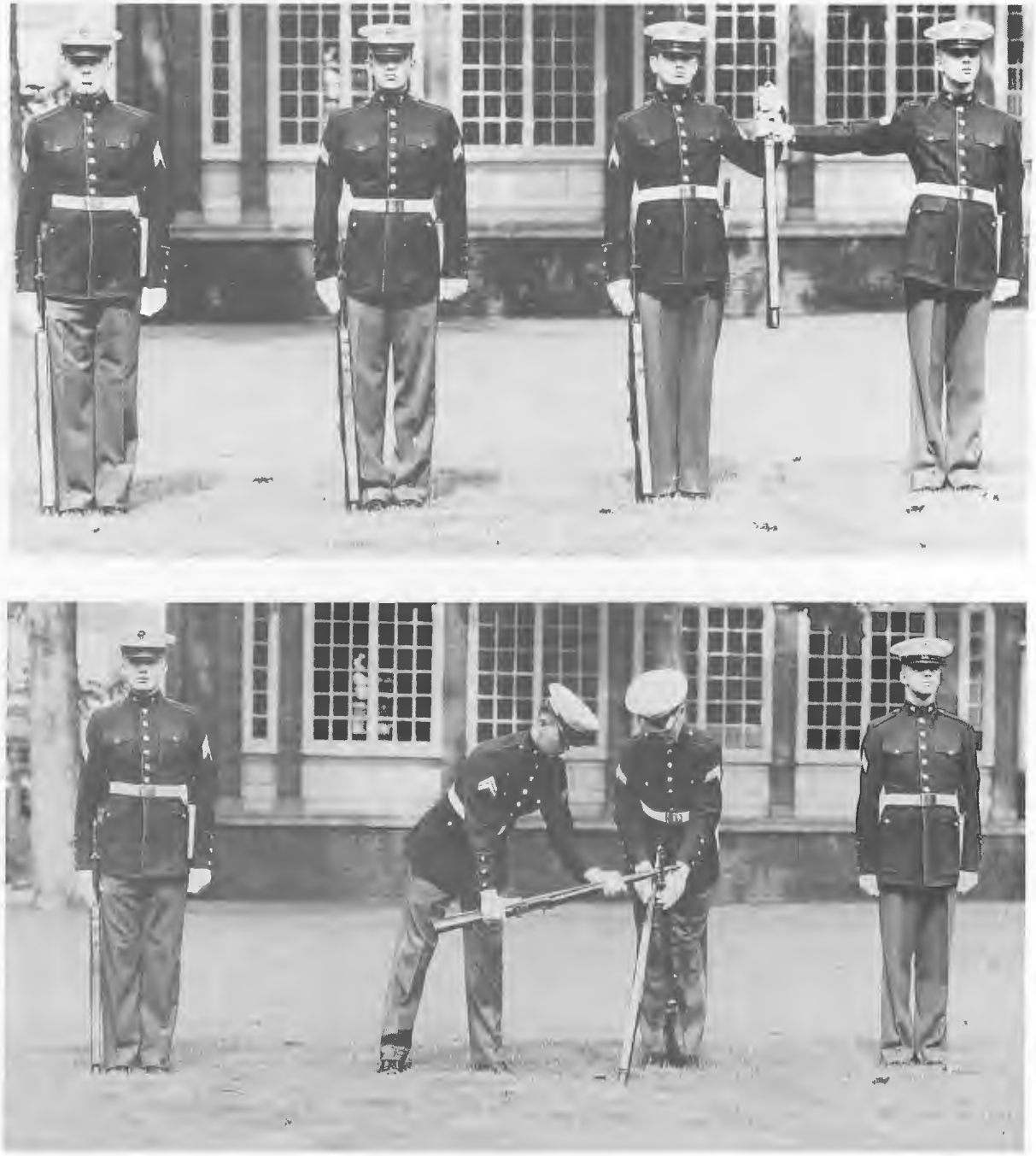

FIGURE 59.—Stack arms.

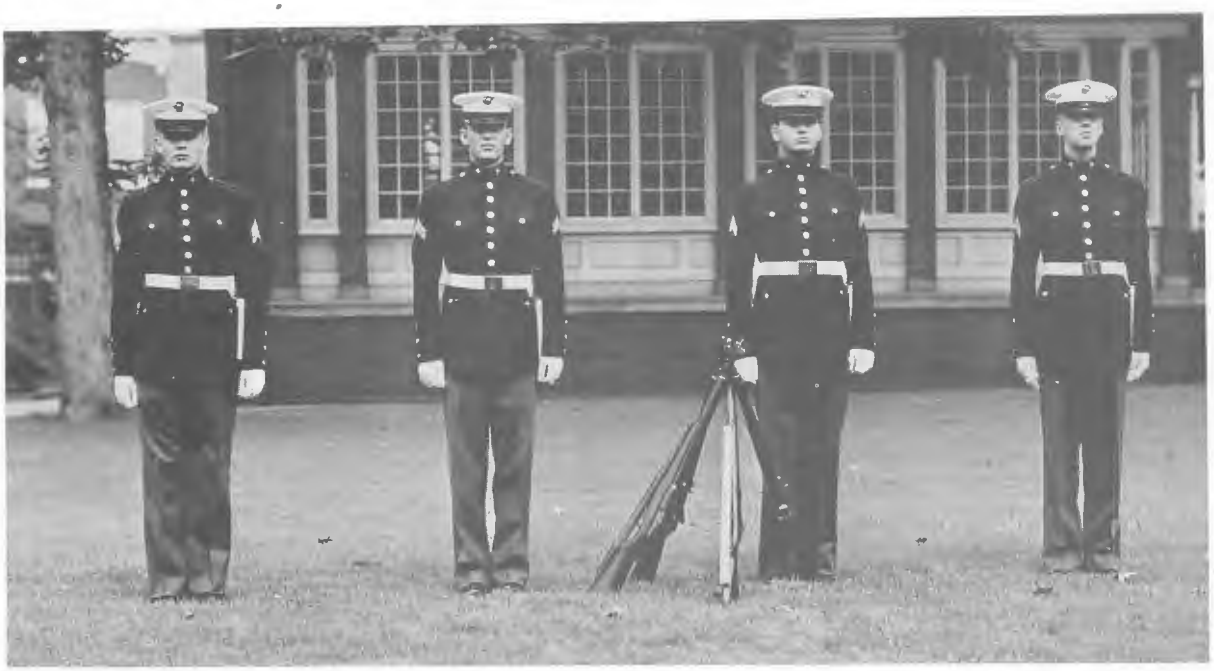

FIGURE 59.—Continued

c. When extra weapons have been passed, the stackman grips his rifle and the rifle of the man on his left. The man on the right of the stackman steps to the left front as in stacking, takes his rifle, and resumes order arms.

d. The stackman then disengages the two remaining rifles. He passes the left rifle back to the man on his left. The man on the stackman's left grips his rifle at the upper hand guard and resumes order arms. Then the stackman resumes order arms.

2–34 TO FORM COLUMN OF TWOS FROM SINGLE FILE.—*a.* When the squad is halted in column, the command is COLUMN OF TWOS TO THE LEFT (RIGHT), MARCH.

b. On MARCH, the front man stands fast. Even numbered men (counting from front to rear) face half left (right) in marching, take two steps, face half right (left) in marching and move forward until beside and at normal interval from the odd-numbered men who were in front of them. Each odd-numbered man, except the front man, marches forward and halts as he reaches normal distance from the odd-numbered man in front of him. All men required to move do so at the same time (fig. 60).

2–35 TO SINGLE FILE FROM COLUMN OF TWOS.—*a.* When the squad is halted in column of twos the command is COLUMN OF FILES FROM THE RIGHT (LEFT), MARCH.

b. At the command MARCH, number one and two men (counting from front to rear) step off at the same time. The number one man moves forward and the number two man faces to the half right, moves two steps and faces to the half left in marching, and follows

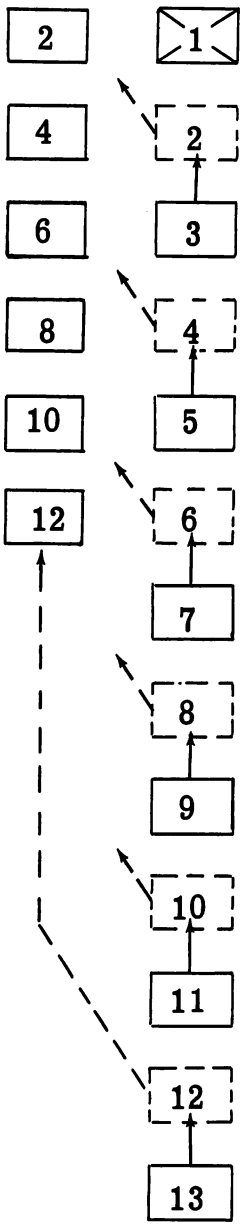

FIGURE 60.—Forming column of twos from single file.

the number one man at normal distance. Remaining odd and even-numbered men step off in pairs, execute the same movements as numbers one and two, and follow in file at normal distance (fig. 61).

c. This movement is done only from a halt.

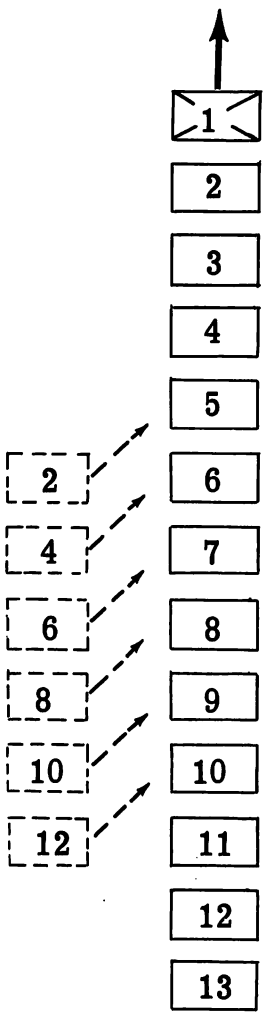

FIGURE 61.—Forming single file from column of twos.

SECTION V

PLATOON DRILL

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2–36 GENERAL.—*a.* The first phase of drill has been explained in earlier sections of this chapter. This section discusses the next phase, platoon drill. In platoon drill the squad is merged with other squads into a platoon.

b. A platoon consists of a platoon headquarters and two or more squads or sections. Platoon headquarters consists of a platoon commander and one or more assistants.

c. A section normally forms and drills as part of a platoon. In this chapter, the instructions given for the squad or platoon, also apply to a section. A section, not subdivided into squads, forms and drills as a squad. A section that is divided into two or more squads, forms and drills as a platoon.

d. Squads in a platoon are numbered from front to rear in line and from left to right in column.

e. The platoon forms in two or more ranks with 40 inches distance between ranks. Movements in this section are described for columns of threes or fours and may be executed by either formation.

f. The platoon changes interval while in line and counts off in the same manner as the squad. Squad leaders are the base for these movements. Each man in rear of the first rank covers the corresponding man in the front rank in executing these movements. The guide moves to the right when interval is taken to the left, and does not count off.

2–37 FORMATIONS.—Column and line are the two formations for a platoon (figs. 62 and 63).

a. The platoon normally forms in line with the squad leaders on the right of their squads and the guide on the right of the first squad leader (fig. 62). The platoon marches in line for short distances only.

2–38 POSTS OF INDIVIDUALS.—*a.* In line the platoon commander takes post six paces in front of the center of his platoon (fig. 62). In column he marches at the head of his platoon (fig. 63).

b. In line the platoon sergeant (petty officer) takes post to the left of the left man of the rear rank. In column he follows the rear man of the right squad.

c. The platoon guide takes post as stated in paragraph 2–39.

d. Extra men may be attached to platoons without changing permanent squad organization. These men fall in on the left when the platoon is in line, and in rear when in column.

2–39 RULES FOR THE GUIDE.—*a.* Unless otherwise announced guide is right and the guide takes post on the right. In line he is posted to the right of the squad leader of the first squad. In column he is posted in front of the squad leader of the third squad.

b. In column when it is desired to guide left, the command GUIDE LEFT is given. At this command the guide and the platoon com-

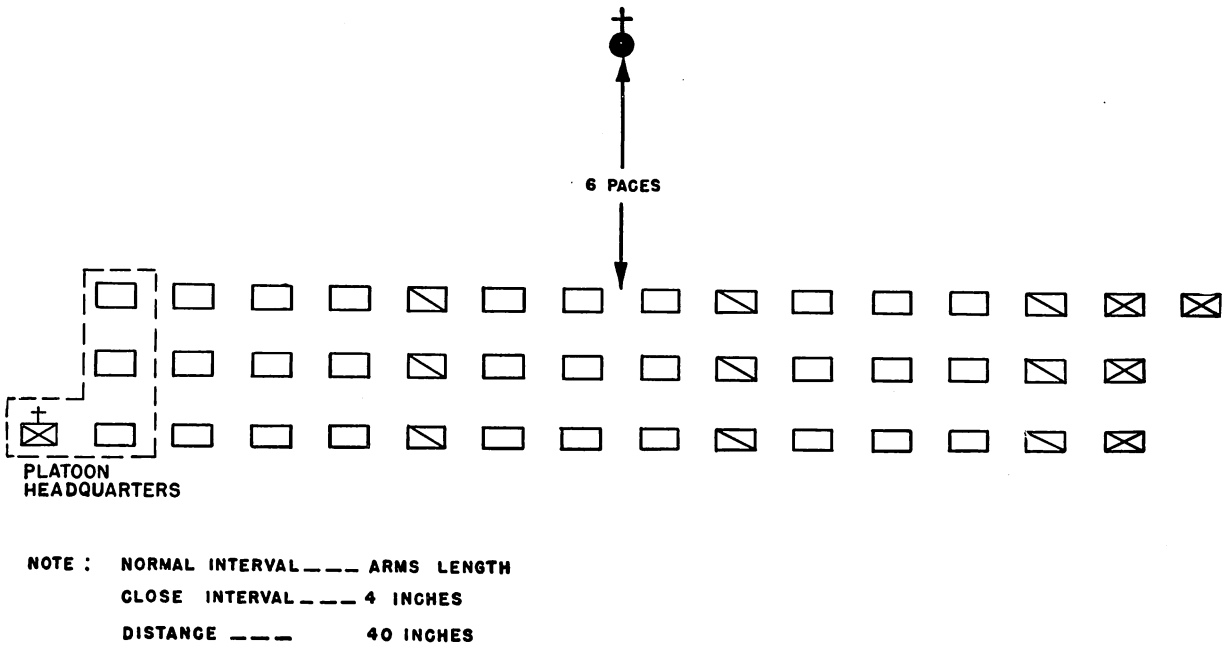


FIGURE 62.—Platoon in line at normal interval.

mander exchange positions. The guide crosses between the platoon commander and the platoon. To return the guide to normal position, GUIDE RIGHT is commanded. The guide and platoon commander return to their normal positions with the guide again passing between the platoon commander and the platoon. This movement may be made at a halt or in march. The base squad or base file is the one behind the guide.

c. The guide does not change his position at the command DRESS LEFT (RIGHT), DRESS.

d. When a platoon in line is given the command, RIGHT, FACE, the platoon guide executes right face with the platoon. Then he immediately faces to the right in marching and marches to a position in front of the right squad leader, halts, and executes left face. If a platoon is given LEFT, FACE, the guide executes left face with the platoon but does not change his position within the platoon.

e. When a platoon in column is given the command COLUMN OF FILES FROM THE LEFT, MARCH, the guide, on the preparatory command, takes his position in front of the left squad leader so he is at the head of the column.

f. When a platoon in column is given the command COLUMN OF TWOS FROM THE LEFT, MARCH, the guide, on the preparatory command, takes his position in front of the second file from the left so he is at the head of the right file of the column.

g. When reforming in a column of threes or fours from a file or column of twos, the guide posts himself in his normal position when the movement is completed.

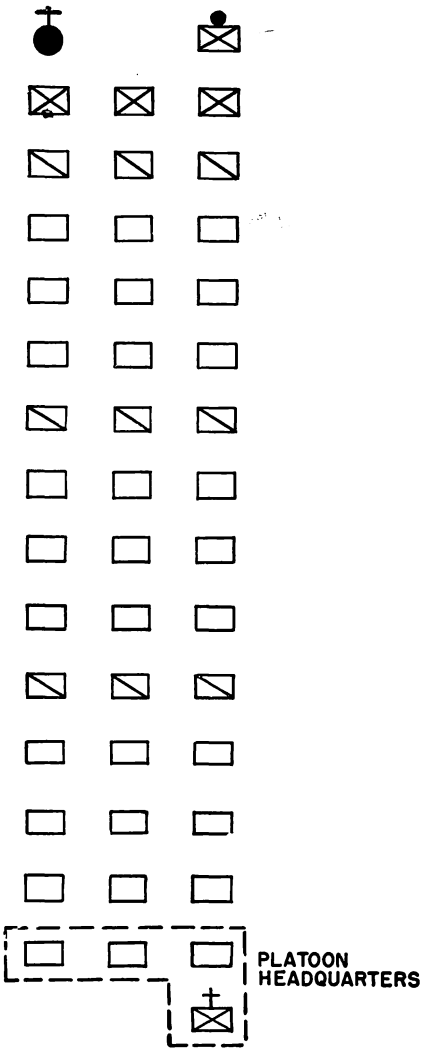
h. The guide sets the direction and cadence of the march. The leading man in each file is responsible for interval.

i. When a platoon is marching in column and the command to march by a flank or to the rear (BY THE RIGHT (LEFT) FLANK, MARCH or TO THE REAR, MARCH) is given, the guide executes the movement with the platoon but does not change his position within the platoon.

j. The guide does not count off.

2–40 TO FORM THE PLATOON.—*a.* The platoon usually is formed at normal interval by the platoon sergeant (petty officer) with the command, FALL IN.

b. At this command, the guide posts himself so the first rank, when alined with him, will be centered on and three paces from the platoon sergeant (petty officer). The squad leader of the first squad falls in at normal interval to the left of the guide. Other squad leaders fall in directly behind the squad leader of the first



NOTE: NORMAL INTERVAL — — — ARMS LENGTH
CLOSE INTERVAL — — — 4 INCHES
DISTANCE — — — — 40 INCHES

FIGURE 63.—Platoon in column at normal interval.

squad with 40 inches distance between them. The members of the squads fall in on their squad leaders as prescribed in squad drill, except that exact interval is taken only by the first squad. Men in the rear squad take approximate interval only, and cover the corresponding man in the front rank.

c. To form at close interval, the command is AT CLOSE INTERVAL, FALL IN. The formation is executed as above, except that close interval is obtained.

d. If the platoon is armed, men fall in with weapons at the position of order arms. Weapons are inspected at once.

2–41 TO DISMISS THE PLATOON.—*a.* The platoon is dismissed only from a line with men at attention.

b. Armed troops are dismissed with the commands INSPECTION, ARMS; PORT, ARMS; DISMISSED.

c. Unarmed troops are dismissed with the command DISMISSED.

d. The platoon sergeant (petty officer) usually dismisses the platoon.

2–42 TO ALINE THE PLATOON.—*a.* In line the platoon is alined as prescribed for the squad (par. 2–24). The guide raises his left arm to obtain proper interval and looks to the front (to the left) and the squad leader of the first squad turns his head to the right (left) during alinement. Other squad leaders cover the first squad leader and look to the front during the alinement.

b. As soon as the platoon commander commands DRESS, he verifies the alinement of each rank. He moves by the most direct route to a position one pace from the guide (or the first squad leader if the guide is not in ranks) and in line with the front rank, facing down the line. When the platoon dresses left or center, the platoon commander verifies the alinement from the flank toward which the dress is made. From this position he alines the front rank. If it is necessary to order men up or back to bring them in line, he designates them by name or number. He takes short side steps to the right or left as necessary to verify alinement. When he has verified the alinement of the first rank, he faces to the left (right) in marching, and marches straight to his front. He halts on line with each succeeding rank, executes right (left) face, and alines each squad. When the guide is in ranks for right dress the platoon commander will be two paces from the squad leaders of succeeding ranks. After verifying the alinement of the rear rank, he faces to the right (left) in marching, marches straight to a point three paces beyond the front rank, halts, faces to the left (right) and commands READY, FRONT; COVER.

c. When alining a platoon of well-drilled troops or when there is insufficient time to verify alinement, the platoon commander may

command READY, FRONT: COVER from his normal post without verifying alinement.

d. When marching in column the platoon is alined by the command COVER. At that command the base squad leader obtains 40 inches distance from the guide. Other squad leaders obtain proper interval from the base squad leader and aline on him. Other men in the base squad execute the movement as in squad drill. At the same time the remaining men of the platoon aline on the base squad and cover their squad leaders.

2–43 TO MARCH TO THE RIGHT (LEFT).—The platoon being in line, to march to the right (left) the commands are RIGHT (LEFT), FACE; FORWARD, MARCH. This marches the platoon in column of two or more files to the right (left).

2–44 SUPPLEMENTARY COMMANDS.—When commands are given for movements in which all squads of the platoon do not execute the same movement at the same time, the squad leaders give appropriate supplementary commands for the movement of their squads.

2–45 TO MARCH (FORM) AT CLOSE INTERVAL IN COLUMN.—*a.* When in column at normal interval, at a halt, or in march at quick time, to obtain close interval between files the command is CLOSE, MARCH.

b. At a halt, on the command MARCH, members of the base squad stand still. Other men obtain close interval by doing right (left) step.

c. When marching, the command MARCH is given on the right foot when the base squad is on the right and on the left foot when the base squad is on the left. When the base squad is center, the command MARCH may be given on either foot. At the command MARCH, the base squad takes up the half step. Other squad(s) oblique toward the base squad until the interval between men is 4 inches. When squad members are abreast of the corresponding member of the base squad they oblique to the front and take up the half step (fig. 64). At the command FORWARD, MARCH, all squads resume the 30-inch step.

2–46 TO MARCH (FORM) AT NORMAL INTERVAL IN COLUMN.—*a.* When in column at close interval, at a halt, or in march at

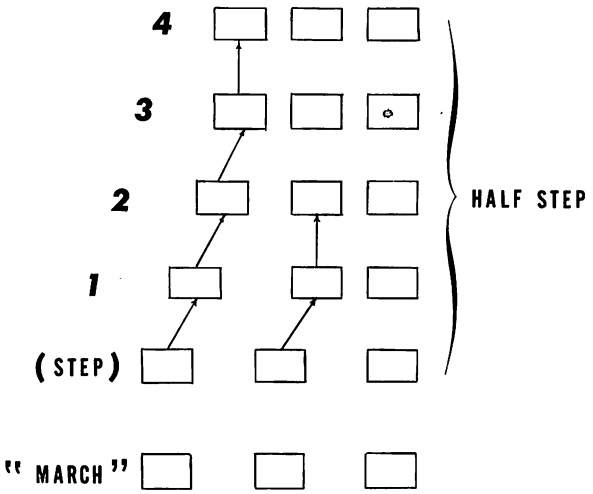


FIGURE 64.—Close march (while marching), right squad base.

quick time, to obtain normal interval between files the command is EXTEND, MARCH.

b. At a halt, on the command MARCH, members of the base squad stand still. Other men obtain normal interval by doing right (left) step.

c. When marching, the command MARCH is given on the left foot when the base squad is on the right and on the right foot when the base squad is on the left. When the base squad is center, the command MARCH may be given on either foot. At the command MARCH, the base squad takes up the half step. Other squad(s) oblique away from the base squad until normal interval is obtained. When squad members are abreast of corresponding members of the base squad, they oblique to the front in marching and take up the half step. At the command FORWARD, MARCH, all squads resume the 30-inch step.

d. When the platoon executes flank movements from a column at close interval, squad(s) in rear of the squad which becomes the leading squad take up the half step, after doing the flank movement, until 40 inches distance is obtained between squads. After such a movement, the platoon maintains normal interval until close march is commanded.

2–47 TO CHANGE THE DIRECTION OF A COLUMN.—*a.* The command is COLUMN RIGHT (COLUMN LEFT, COLUMN HALF RIGHT, or COLUMN HALF LEFT), MARCH. The base element during the turn is the squad on the flank in the direction of the turn. The pivot man

for the movement is the first man in the base squad, excluding the platoon commander and guide.

b. When marching, the preparatory command and command of execution are given so they end on the foot in the direction of the turn. At the command MARCH, the pivot man faces to the right (left) in marching and steps out one full step with his right (left) foot in the direction of the turn. Then he half steps. When other men of his rank are abreast, he resumes the full step. Other men of the leading rank twice oblique to the right (left) without changing interval, place themselves abreast of the pivot man and conform to his step. They execute the first oblique at the command of execution. The second oblique is executed when opposite their new line of march so that when the oblique is completed they will be marching toward the new front with proper interval. Ranks in rear of the leading rank execute the movement on the same ground and in the same way as the leading rank (fig. 65).

c. When halted, at the command MARCH, the pivot man faces to the right (left) by turning to the right (left) on his right toe and steps one full step with his left foot in the new direction. Then he half steps. When other men of his rank are abreast, he resumes the full step. Other men of the leading rank twice oblique to the right (left) in marching without changing interval, place themselves abreast of the pivot man, and conform to his step. They execute the two obliques as when the column movement is ordered while marching. At the same time all other men march forward and execute the movement as when marching.

d. During column movements the platoon commander and guide smartly oblique in the direction of the turn, half step, and resume full step in a manner that places them in their proper position in the formation for marching in the new direction.

e. For slight changes of direction, the command is INCLINE TO THE RIGHT (LEFT). At that command the guide changes direction as commanded. This is not a precise movement. It is executed only when marching.

2–48 TO FORM LINE FROM COLUMN.—*a.* The commands are COLUMN RIGHT, MARCH; PLATOON, HALT; LEFT, FACE. The command HALT is given after the column movement has been completed.

2–49 TO MARCH TOWARD A FLANK.—*a.* The command is BY THE RIGHT (LEFT) FLANK, MARCH. It may be given from any marching formation. It can not be given at a halt. The preparatory command and command of execution are given so they end as the foot in the direction of the turn hits the deck.

b. At the command MARCH, each man takes one more step, then faces to the right (left) in marching and steps out with his right (left) foot in the new direction.

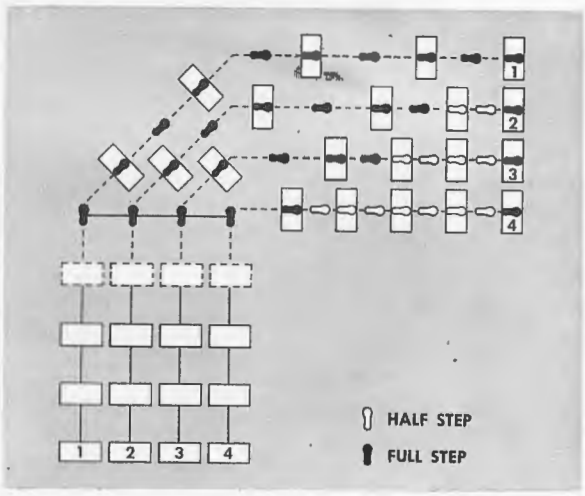
c. When this movement is executed from a column at close interval, squad(s) in rear of the squad which become the leading squad take up the half step, after doing the flank movement, until 40 inches distance is obtained between squads. After such a movement, the platoon maintains normal interval until close march is commanded.

d. This movement is used to move a column a short distance to the right or left.

2–50 TO STACK ARMS.—Before stacking arms, ranks are opened. Arms are then stacked, on the command of the platoon commander, by each squad as prescribed for Squad Drill. The guide passes his rifle to the left and it is placed, as an extra weapon, on the first stack of the first squad.

2–51 TO OPEN RANKS.—The commands are OPEN RANKS, MARCH; READY, FRONT. They are given only in line. At the command MARCH, the front rank takes two paces forward, halts and executes dress right. The second rank takes one pace forward, halts, and executes dress right. The third rank, if present, stands fast and executes dress right. Each succeeding rank present takes 2, 4, or 6 steps backward, halts and executes dress right. The platoon commander verifies the alinement as for dress right (par. 2–42). After verifying the alinement of the rear rank, he faces to the right in marching, moves three paces beyond the front rank, halts, faces to the left and commands READY, FRONT.

2–52 TO CLOSE RANKS.—The command is CLOSE RANKS, MARCH. They may be given only from open ranks. At the command MARCH, the front rank stands fast; the second



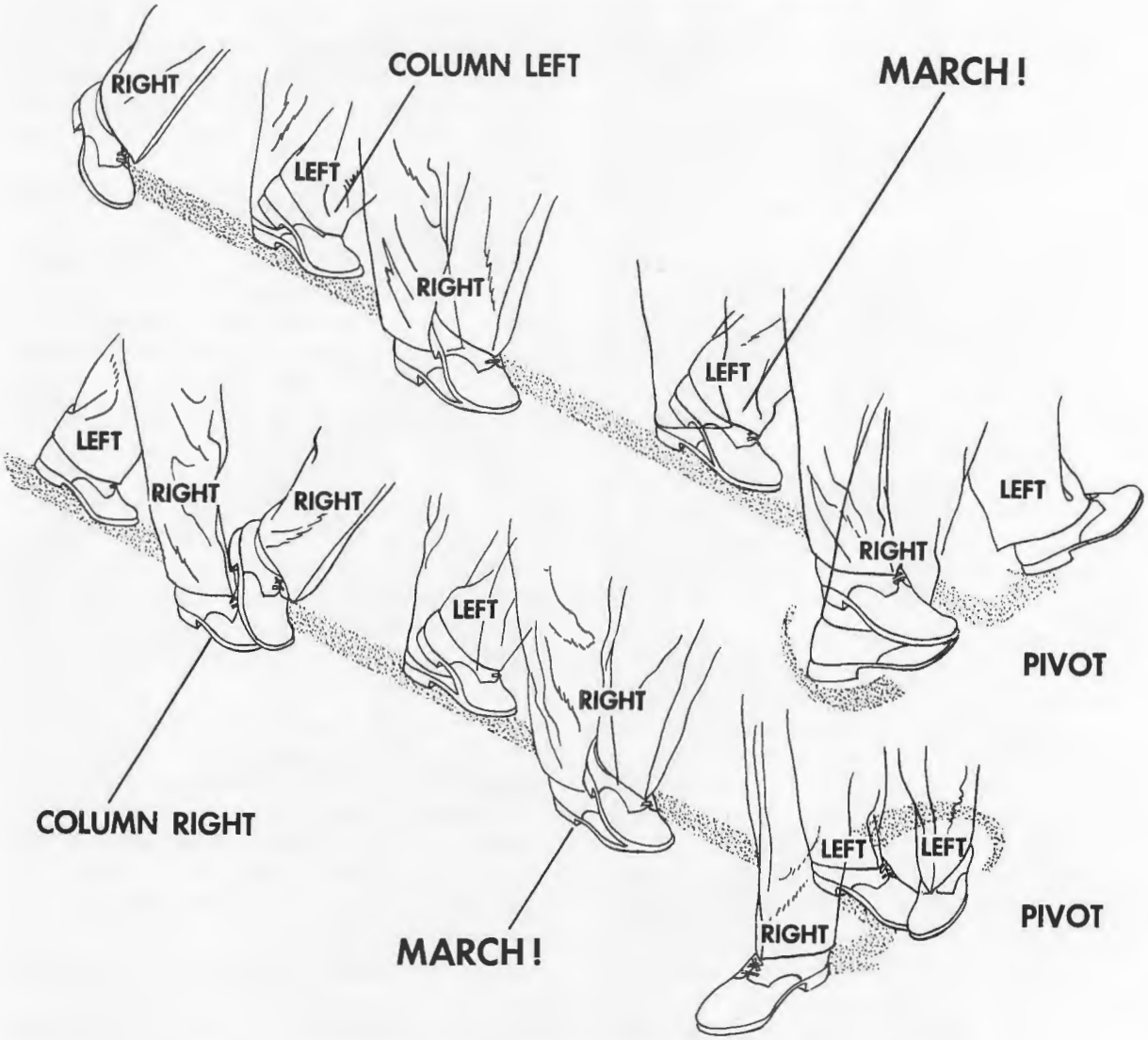


FIGURE 65.—Executing column right (left).

rank takes one pace forward and halts. Each succeeding rank present takes 2, 3, 4, or 5 paces forward and halts. Each man covers. The platoon commander gives the command to close ranks at same position from which he commanded ready front (par. 2–42). At the command MARCH, the platoon commander moves by the most direct route and posts six paces in front of the center of the platoon.

2–53 TO FORM FOR SHELTER TENTS.—*a.* Shelter tents will be pitched in line and in formation only for the purposes of instruction and formal field inspections of equipment. Normally in bivouac full use will be made of available cover and concealment and straight lines will be avoided.

b. The platoon forms in one line to pitch shelter tents. If sufficient space is not available, squad lines may be used.

c. Men armed with rifles will sling arms prior to forming for shelter tents.

d. The platoon being in line, to form in one rank for pitching shelter tents, the commands are FORM FOR SHELTER TENTS TO THE LEFT, MARCH; TAKE INTERVAL TO THE LEFT, MARCH; COUNT OFF.

(1) At the command FORM FOR SHELTER TENTS TO THE LEFT, the second in command moves to a position on the right of the right man of the front rank. The messengers take position on the left of the left man of the rear rank. The squad leader of the first squad commands STAND FAST and the squad leaders of the other squads give the supplementary command BY THE LEFT FLANK.

(2) At the command MARCH, all squads except the first face to the left in marching and step off. Squad leaders move their squads into line abreast of the squad(s) already on line by giving the commands BY THE RIGHT FLANK, MARCH, and SQUAD, HALT.

(3) At the commands TAKE INTERVAL TO THE LEFT, MARCH; COUNT OFF, given by the platoon commander, the entire rank takes interval (par. 2–27) and counts off.

e. When directed by the platoon commander, the odd numbered men draw their bayonets and thrust them into the ground alongside the outside of the left heel near the instep. The bayonet indicates the position of the front tent pole. Men not equipped with bayonets mark the place with the left heel. Odd and even

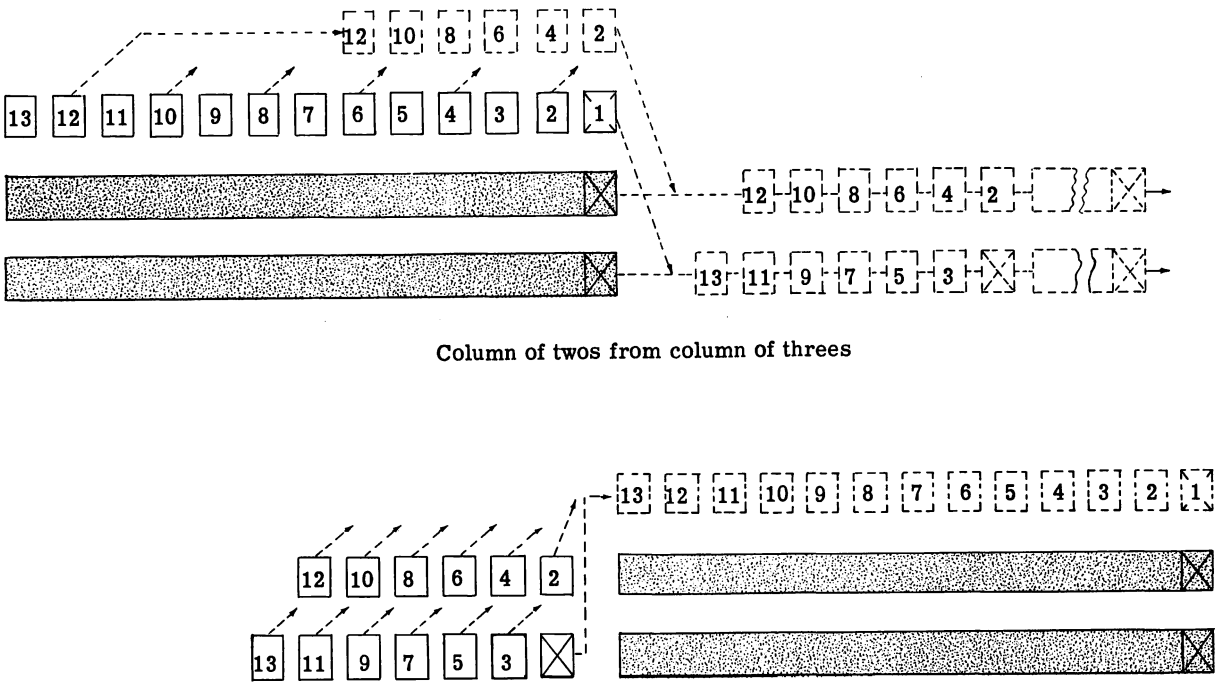


FIGURE 66.—Column of twos from column of threes and reform

numbered men (Nos. 1 and 2, Nos. 3 and 4; etc.) pitch tents together.

f. To assemble, the commands are ASSEMBLE TO THE RIGHT, MARCH; RIGHT FACE; COLUMN OF TWOS (THREES, FOURS) TO THE RIGHT, MARCH (pars. 2–28 and 2–54). The second in command and messengers resume their normal posts.

2–54 TO FORM COLUMN OF TWOS AND SINGLE FILE AND REFORM.—The platoon may be marched in column of twos or single file by the procedure given below. The change of column is always made from a halt.

a. Being in column of threes, to form column of twos, the commands are COLUMN OF TWOS FROM THE RIGHT (LEFT), MARCH. At the command MARCH, the two right squads march forward; the left squad forms column of twos to the left as prescribed for the squad in paragraph 2–34, and then executes column half right and column half left so as to follow the leading squads in column. Normal distance is maintained.

b. Being in column of twos, to reform in column of threes, the commands are COLUMN OF THREES TO THE LEFT (RIGHT), MARCH. At the command MARCH, the leading two squads stand fast. The rear squad forms single file from the right, moving into its normal place beside the leading squads by executing column half left, then column half right. It is halted when its leading file is on line with the leading rank of the platoon (fig. 66).

c. The following movements are executed in a manner similar to those explained in subparagraph *a* and *b* above:

(1) Being in column of three or more files, to form column of twos, the commands are COLUMN OF TWOS FROM THE RIGHT (LEFT), MARCH.

(2) Being in column of twos, to reform in column of three or more files, the commands are COLUMN OF THREE (FOURS, FIVES, SIXES) TO THE LEFT (RIGHT), MARCH.

(3) Being in column of two or more files, to form single file, the commands are COLUMN OF FILES FROM THE RIGHT (LEFT), MARCH.

(4) Being in single file, to reform in column of two or more files, the commands are COLUMN OF TWOS (THREES, FOURS) TO THE LEFT (RIGHT), MARCH.

2–55 TO FORM FOR PHYSICAL DRILL.—See chapter 12.

SECTION VI

COMPANY DRILL

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2–56 GENERAL.—*a.* A company consists of a company headquarters and two or more platoons.

b. For close-order drill and ceremonies, company headquarters personnel may be attached to platoons without interfering with the permanent squad organization. For marches, members of the company headquarters command group are formed as shown in figure 67, or as directed by the company commander or higher authority.

c. (1) Posts of officers, key noncommissioned (petty) officers, and the guidon bearer in the various company formations for drills and ceremonies are as shown in figures 67 through 71.

(2) Distances are normal except for the guidon bearer with the company in line or in mass formation. In this case he is one pace to the rear and 3 paces to the left of the company commander.

(3) For marches in the field, the guidon is kept with company headquarters baggage or as otherwise directed. If carried by the guidon bearer, he takes the position shown in figure 67.

2–57 RULES FOR COMPANY DRILL.—*a.* The platoon, rather than the company, is the basic drill unit. Only such formations are prescribed for the company as are necessary for marches, drills, and ceremonies. The company forms in line, in column, in mass or extended mass formation, and in column of platoons in line as shown in figures 67 through 71.

b. In company drill, if all men in the unit are to execute the same movement simultaneously, the platoon commanders repeat all preparatory commands of the company commander except:

(1) Commands such as fall out, which combine the preparatory command and command of execution.

(2) When the preparatory command of the company commander is COMPANY the platoon leaders give the preparatory command PLATOON.

(3) When in mass formation, platoon commanders repeat preparatory commands only when the order will require independent movement by a platoon.

(4) When the platoons of the company are to execute a movement in successive order, such as a column movement, the platoon commander of the first platoon to execute the movement repeats the company commander's preparatory command, and those of following platoons give an appropriate caution such as CONTINUE TO MARCH. Platoon commanders of following platoons repeat the company commander's preparatory command and command of execution at the proper time to cause their platoons to execute the movement on the same ground as the first platoon.

c. When commands involve movements of the company in which one platoon stands fast or continues the march, while one or more of the others do not, its commander commands STAND FAST or CONTINUE TO MARCH, as the case may be.

d. The company marches, executes change of direction, closes and extends intervals between squads in column, opens and closes ranks, stacks and takes arms as in platoon drill.

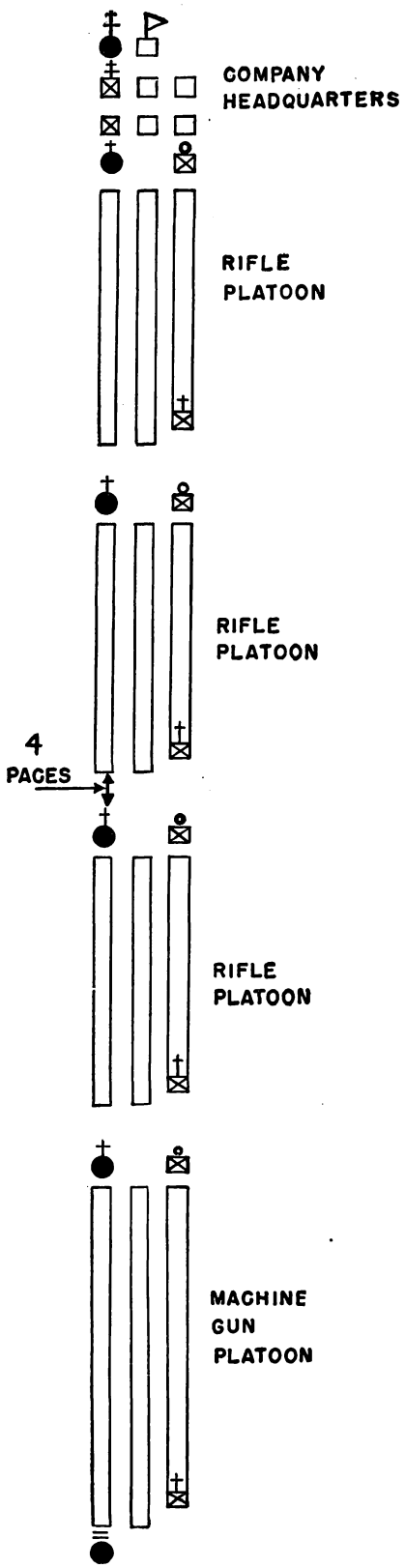

FIGURE 67.—Rifle company in column.

e. The company executes marchings in line only for minor changes in position.

2–58 TO FORM THE COMPANY.—*a.* The first sergeant (chief petty officer) takes post nine paces in front of the point where the center of the company is to be, faces that point, and commands FALL IN. At the command FALL IN, the company forms in two or more ranks with normal interval between men (unless close interval is directed) and four-pace intervals between platoons as indicated in figure 68.

b. Each platoon sergeant (petty officer) takes post three paces in front of the point where the center of his platoon will be. Platoons then form as prescribed in paragraph 2–40, under the supervision of the platoon sergeants (petty officers).

c. Platoon sergeants (petty officers) then command REPORT. Remaining in position (at order arms if armed with the rifle) the squad leaders, in succession from front to rear in each platoon, salute and report, "All present," or "Private (Seaman) _____ absent." Platoon sergeants (petty officers) then command INSPECTION, ARMS; PORT, ARMS; ORDER, ARMS, and face about. At the command REPORT, given by the first sergeant (chief petty officer), the platoon sergeants (petty officers), beginning with the right platoon, successively salute and report, "All present or accounted for" or "_____ men absent."

d. All platoons having reported, the first sergeant (chief petty officer) commands POSTS. The platoon sergeants (petty officers) face about and move by the most direct routes to the positions shown in figure 68. The first sergeant (chief petty officer) then faces the company commander, salutes, and reports, "Sir, all present or accounted for" or "Sir, _____ men absent." The company commander returns the salute. He may discuss absentees and issue necessary instructions to the first sergeant (chief petty officer). When the company commander commands TAKE YOUR POST, the first sergeant (chief petty officer) faces about and moves by the most direct route to the position shown in figure 68. Upon completion of the first sergeant's (chief petty officer's) report, the company commander draws sword, if so armed.

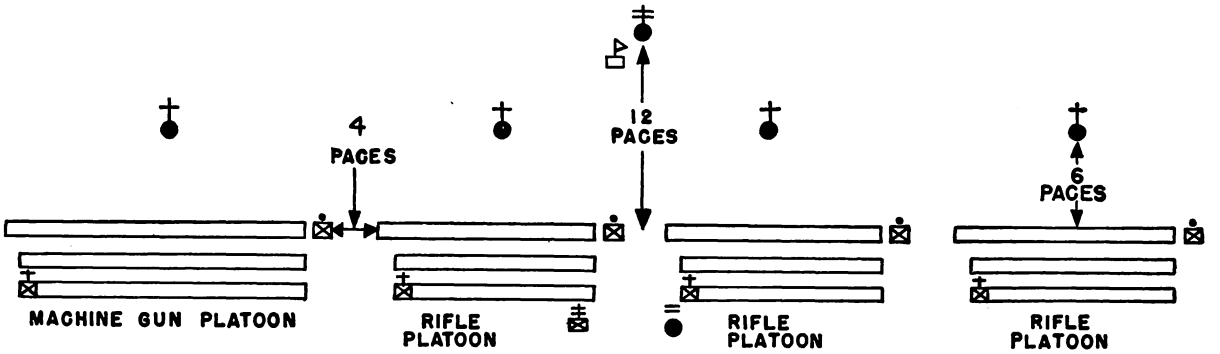

FIGURE 68.—Rifle company in line.

e. If platoons cannot be formed in regularly organized squads, the platoon sergeants (petty officers) command INSPECTION, ARMS; PORT, ARMS; RIGHT SHOULDER, ARMS, and call the roll. Each man answers, "Here," and comes to order arms as his name is called. The platoon sergeants (petty officers) then divide the platoons into squads and report as described above.

f. The company commander places himself 12 paces in front of the center of and facing the company in time to receive the report of the first sergeant (chief petty officer). The second in command and officers commanding platoons take their posts when the company commander commands TAKE YOUR POST. When armed with the sword, they draw sword with the company commander; when armed with the pistol or carbine, they stand at attention with the piece in the carrying position.

g. In forming the company, all who are required to salute and make a report, report in the position of salute and hold the salute until it is returned. The officer receiving the report does not return the salute until the report is completed.

2–59 BEING IN LINE, TO MARCH TO THE RIGHT (LEFT).—The company is faced to the right (left) and marched as prescribed for the platoon in paragraph 2–43. The company commander, first sergeant (chief petty officer), and guidon bearer take positions as shown in figure 67. The second in command of the company normally will take post in rear of the left squad of the rear platoon at 40 inches distance.

2–60 TO FORM WITH CLOSE INTERVAL BETWEEN MEN.—The commands are AT CLOSE INTERVAL, FALL IN. At the command FALL IN, the company forms as prescribed in paragraph 2–58, with each platoon forming as prescribed in paragraph 2–40. This formation is used only for roll calls or where space is limited.

2–61 TO DISMISS THE COMPANY.—*a.* The commands are FIRST SERGEANT (CHIEF PETTY OFFICER), DISMISS THE COMPANY. The company being in line at a halt, at the command FIRST SERGEANT (CHIEF PETTY OFFICER), the first sergeant (chief petty officer) moves by the most direct route to a point three paces from the company commander (nine paces in front of the center of the company), halts, and salutes. The company commander returns the salute and commands DISMISS THE COMPANY. The first sergeant (chief petty officer) salutes; the company commander returns the salute, returns sword, if so armed, and falls out. Other officers of the company return sword, if so armed, and fall out at the same time. The platoon sergeants (petty officers) take their posts three paces in front of the centers of their platoons. The first sergeant (chief petty officer), when his salute is returned by the company commander, executes about face. When the platoon sergeants (petty officers) have taken their positions, he commands INSPECTION, ARMS; PORT, ARMS; DISMISSED.

b. The platoons being in line at a halt, dismissal may also be ordered by the command DISMISS YOUR PLATOONS. The platoon commanders salute; the company commander returns the salute and falls out. The platoon commanders execute about face and command PLATOON SERGEANT (PETTY OFFICER), DISMISS

THE PLATOON. This is executed as prescribed for FIRST SERGEANT (CHIEF PETTY OFFICER), DISMISS THE COMPANY the platoon sergeant (petty officer) taking post three paces in front of the center of his platoon.

c. The first sergeant (chief petty officer) may cause platoons to be dismissed by the platoon sergeants (petty officers) by commanding DISMISS YOUR PLATOONS. The platoon sergeants (petty officers) salute; the first sergeant (chief petty officer) returns the salute and falls out. The platoon sergeants (petty officers) then execute about face and dismiss their platoons as prescribed in paragraph 2–41.

2–62 TO ALINE THE COMPANY.—*a.* The company being in line at a halt, to aline the company the company commander commands DRESS RIGHT (CENTER, LEFT). At the command DRESS RIGHT, the platoon commander of the base platoon dresses his platoon immediately by the commands DRESS RIGHT, DRESS; READY, FRONT. When DRESS CENTER is given, the commander of the center platoon dresses his platoon toward the center (right or left) of the company as soon as the base platoon or, if not adjacent to the base platoon, the platoon next toward the base platoon has completed its dress.

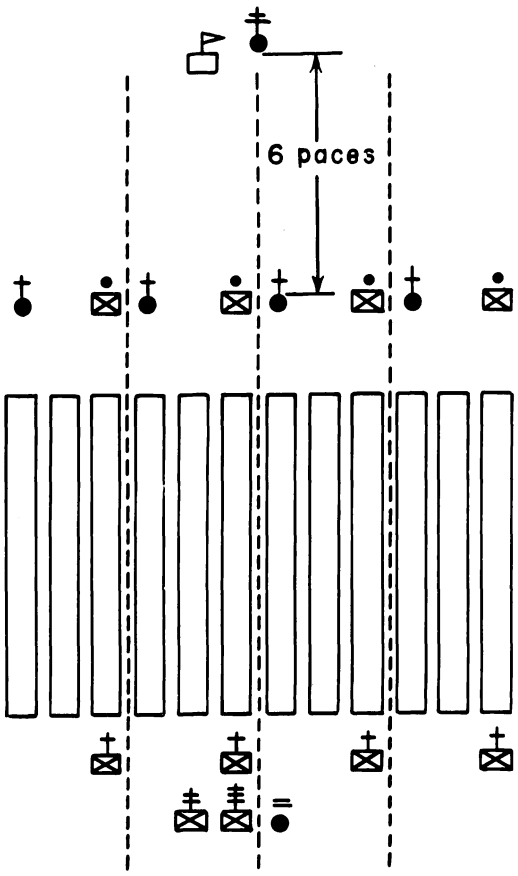

FIGURE 69.—Rifle company in mass formation.

b. The company being in mass formation at a halt, to aline the company, the company commander commands AT CLOSE INTERVAL, DRESS RIGHT (LEFT), DRESS; READY, FRONT, At the command DRESS, the alinement of each rank is verified promptly by the platoon commander of the base platoon. When the platoon commander resumes his post, the company commander commands READY, FRONT.

2–63 BEING IN COLUMN AT CLOSE INTERVAL, TO FORM COMPANY MASS.—*a.* The company being at a halt, the commands are COMPANY MASS LEFT (RIGHT), MARCH. At the command MARCH, the leading platoon stands fast. The rear platoon(s) moves to positions alongside the leading platoon at 4-inch intervals by executing column half (right) left then column half right (left). Platoon commanders give the necessary preparatory orders for the first column movement and execution is on the company commander's command, MARCH. Both orders for the second movement are by the platoon commander. Each platoon is halted when its leading rank is on line with the leading rank of the platoon(s) already on line. This forms the company in mass, with 4-inch intervals between all adjacent men in ranks (fig. 69).

b. The company being in march, the commands are the same as given above, except that immediately after the command MARCH, the leading platoon is halted by the command

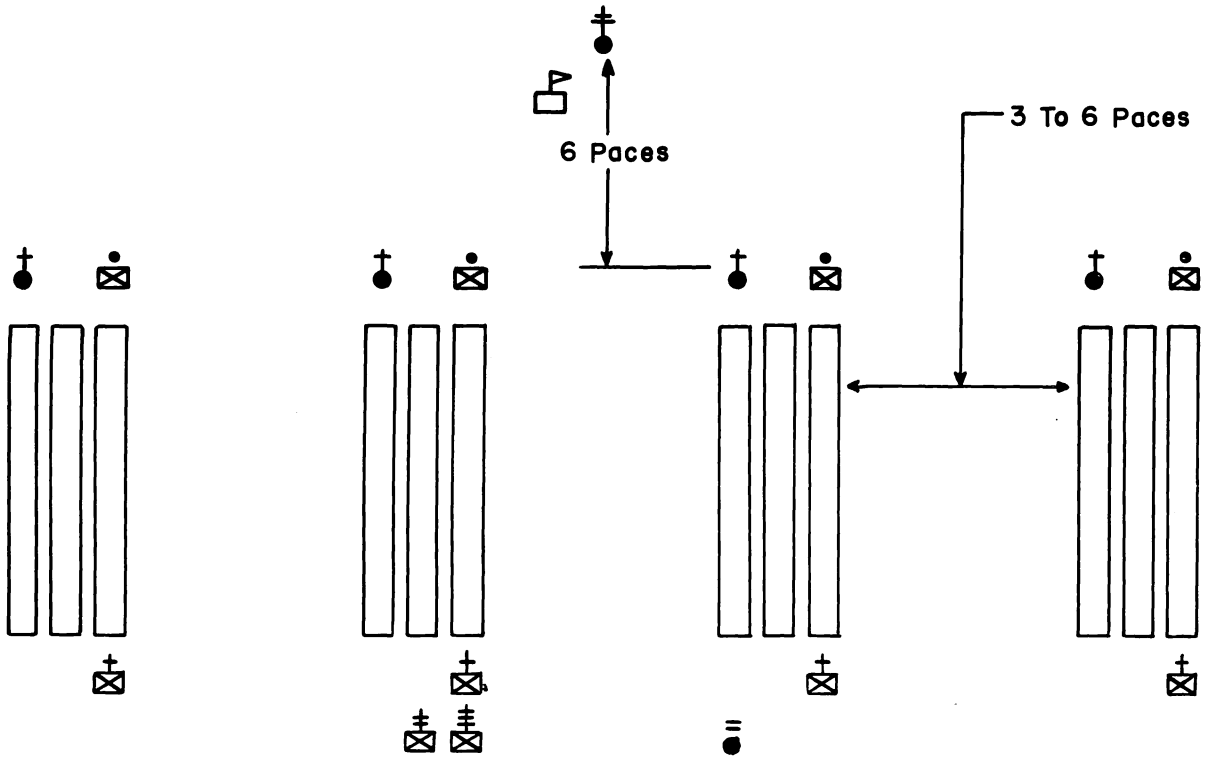

FIGURE 70.—Rifle company in extended mass formation.

PLATOON, HALT, given by the platoon commander.

2–64 BEING IN COLUMN, TO FORM EXTENDED MASS FORMATION.—The commands are COMPANY MASS (3 to 6) PACES LEFT (RIGHT), MARCH. At the command MARCH, the movement is executed as described in paragraph 2–63 above except that the rear platoon(s) moves to position alongside the leading platoon(s) at the intervals ordered, by executing column left and column right. Each platoon is halted when its leading rank is on line with the leading rank of the platoon(s) already on line (fig. 70). This formation is used for drills and ceremonies if it is desired to increase the size of the mass in order to present a more impressive appearance. The company in this formation drills in the same manner as for mass formation, maintaining the interval between platoons.

2–65 BEING IN MASS FORMATION, TO CHANGE DIRECTION.—*a.* The commands are RIGHT (LEFT) TURN, MARCH; FORWARD, MARCH. The right flank man of the line of guides and platoon leaders is the pivot of this movement. At the command MARCH, he faces to the right (left) in marching and takes up the half step. Other first-rank men execute a right (left) oblique, advance until opposite their place in line, execute a second right (left) oblique, and, upon arriving abreast of the pivot man, take up the half step. Each succeeding rank executes the movement on the same ground and in the same manner as the first rank. All take the full step at the command FORWARD, MARCH,

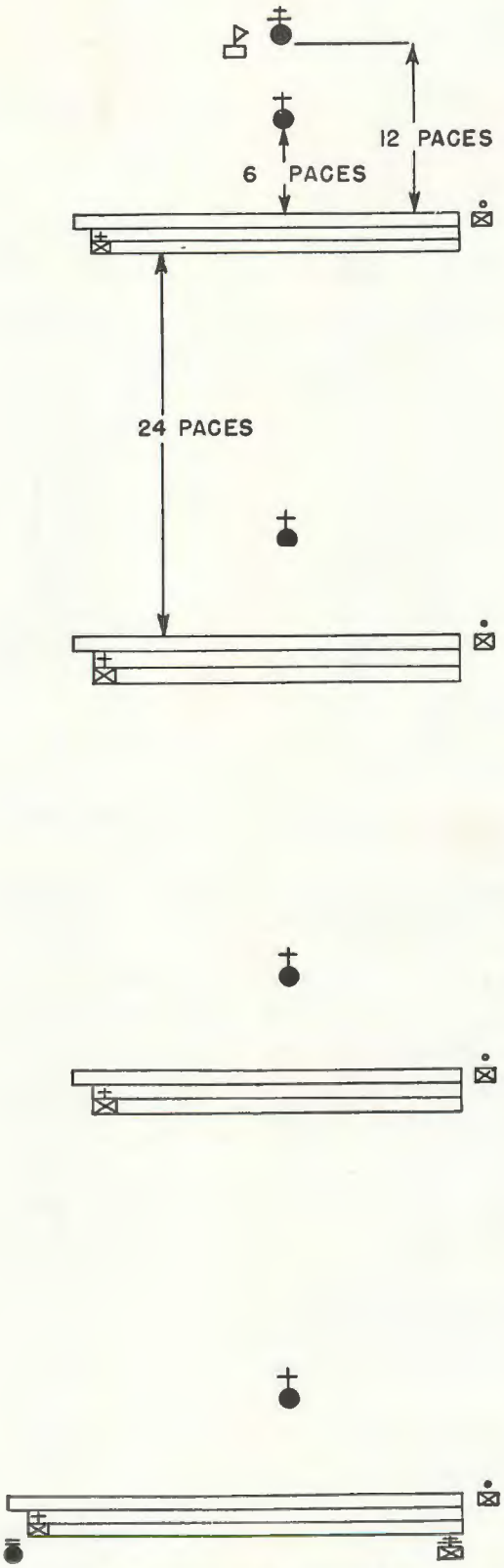

FIGURE 71.—Rifle company in column of platoons in line (with ranks closed).

which is given by the company commander after the entire company has changed direction.

b. In turning to the left on a moving pivot, each rank guides left until the command FORWARD, MARCH. After that, the guide is right unless otherwise announced.

c. The company commander faces the company and marches backward until the change in direction has been completed.

2–66 BEING IN COMPANY MASS, TO FORM COLUMN.—*a.* Being at a halt, the commands are COLUMN OF FILES (TWOS, THREES, OR MORE), RIGHT (LEFT) PLATOON, FORWARD (COLUMN RIGHT), MARCH. At the command MARCH, the right platoon marches forward. Each remaining platoon follows in column in its normal formation, executing column half right (left) and column half left (right) upon the commands of its commander.

b. Being in march, the commands are COLUMN OF FILES (TWOS, THREES, OR MORE) FROM THE RIGHT (LEFT), MARCH. At the command MARCH, the right (left) platoon continues the march, and remaining platoons halt. When the leading platoon reaches an appropriate point, remaining platoons are brought to their appropriate places in column by the commands COLUMN HALF RIGHT (LEFT), MARCH; COLUMN HALF LEFT (RIGHT), MARCH, given by platoon commanders.

2–67 TO FORM COLUMN OF PLATOONS IN LINE.—Being at a halt in column of twos (threes) (fours), the commands are COMPANY MASS 24, (10), (12), (6), PACES RIGHT, MARCH. On the preparatory command, platoon commanders give the supplementary command and step off on the command MARCH given by the company commander. When a platoon gains the interval (24, 18, 12, or 6 paces) ordered, its platoon commander commands COLUMN LEFT, MARCH. The platoon commanders of rear platoons command PLATOON, HALT in time to halt their platoon on line with the base platoon. When all platoons are in position, the company commander commands ORDER, ARMS; LEFT, FACE and directs platoon commanders to dress their platoons (fig. 71). This formation may be used for inspections and for the display of equipment. (See sec. V, ch. 4.)

SECTION VII

FORMATIONS OF THE BATTALION

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2–68 GENERAL.—*a.* The formations described in this section pertain to the infantry battalion. Using them as a guide, other units of corresponding size conform as appropriate.

b. When practicable, the formation and movement of the subdivisions of the battalion should be made clear to subordinate commanders before starting the movement.

c. The battalion drills by command when in mass formation. Such drill is limited to movements for ceremonies where units of the battalion execute the manual, facings, and marching as one body at the command of the battalion commander. These movements are executed by the battalion in a manner similar to that prescribed for the company.

d. The assembly of units in mass formation is directed by the battalion commander. Each company commander moves his company to its place in the most convenient manner.

e. To assume any formation, the battalion commander indicates the formation desired, the point where the right (left) of the battalion is to be, and the direction in which the line or column is to face. Formations should be such that, in approaching the line on which the battalion forms, columns and lines are either perpendicular or parallel to the front.

f. Upon completing the movement ordered by the battalion commander, companies may be given AT EASE until another movement is ordered. After a ceremony has started, units remain at attention until ordered to stand at ease by the next higher commander.

g. After a battalion is halted, its subdivisions make no movement to correct alinement or position unless so directed by the battalion commander.

h. When a unit is presented to its commander or to a reviewing officer, he who makes the presentation faces his unit giving the commands PRESENT, ARMS. When all elements of his unit are at present arms, he faces the front and salutes. Members of his staff salute and terminate the salute with him. His guidon or flag bearer (if present) executes and terminates present guidon with his salute.

2–69 COMMANDS AND ORDERS.—The commands or orders of the battalion commander are given orally, by bugle, by signal, or by means of staff officers or messengers who communicate them to commanders concerned.

2–70 STAFF.—*a.* The staff of a commander forms 1½ paces to his rear in one rank. Enlisted personnel from 1½ paces in rear of the commissioned staff. If only one staff officer is present, he is posted one pace to the right and 1½ paces to the rear of the commander. Staff officers usually are arranged from right to left in order of rank, the senior on the right, but the commander may cause them to be arranged in any order he desires. Enlisted personnel forming with the staff ordinarily are posted in order of rank from right to left, except that the bearer of a general or flag officer's flag is on the right.

b. When necessary to reduce the front of the staff while marching, it forms a column of twos under the direction of the senior staff officer and follows the commander.

c. When it is prescribed that the staff change its position in order to place itself in rear of the battalion commander (who has faced about, as when the battalion commander, having formed his battalion, faces the reviewing

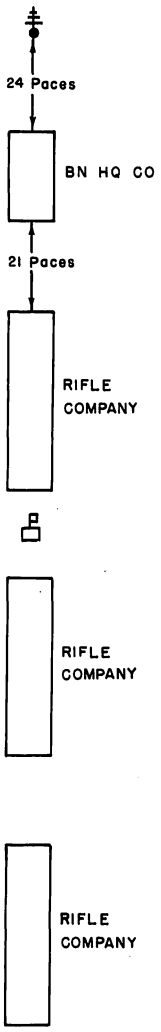

FIGURE 72.—Battalion in column.

officer by facing about), the senior staff officer, by appropriate commands, causes the staff to execute left face, change direction to the right twice (column right), halt, and face to the right, placing it in its correct position.

d. When the battalion commander faces to the right (left) and marches off, the staff conforms by making a turn. The guide for the staff is right, except while a turn is in progress, during which time the guide is in the direction of the turn.

2–71 FORMATIONS.—*a.* Formations for the battalion are shown in figures 72 to 75.

b. The color guard is posted to the left of the color company when the company is in line and in rear when the company is in column. The color company is posted in the battalion formation so that the color guard is in the approximate center of the formation (right, or forward, of center, if this is impossible).

c. The band is posted by the adjutant as indicated in figures 73 and 74.

d. Attached units take position as directed by the battalion commander and conform to the formation and movements of the battalion.

e. In whatever direction the battalion faces, the companies are designated numerically from right to left in line and from head to rear in column. That is, first company, second company, third company, etc.

f. The terms "right" and "left" apply to actual right and left as the troops face.

g. The designation "center company" indicates the right center or the actual center company, according to whether the number of companies is even or odd.

h. Personnel of the battalion headquarters and service company may be attached to other companies of the battalion for ceremonies.

i. The battalion commander supervises the formation from such positions as will best enable him to correct alinements, intervals, and distances. With his staff (less the adjutant) he takes post in time to receive the report.

j. Any formation or combination of formations may be employed to meet existing conditions of space or purpose.

2–72 TO FORM IN COLUMN.—*a.* The battalion may form in column from line of companies in line by executing right face. Usually, the battalion commander prescribes the formation, the direction in which the column will face, the hour of forming, the location of the head of the column, and the order in column of the headquarters, the

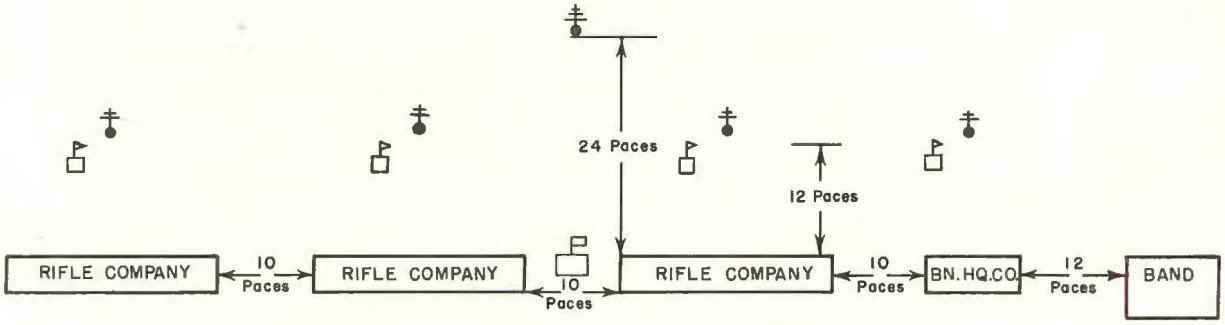

FIGURE 73.—Battalion in line with companies in line.

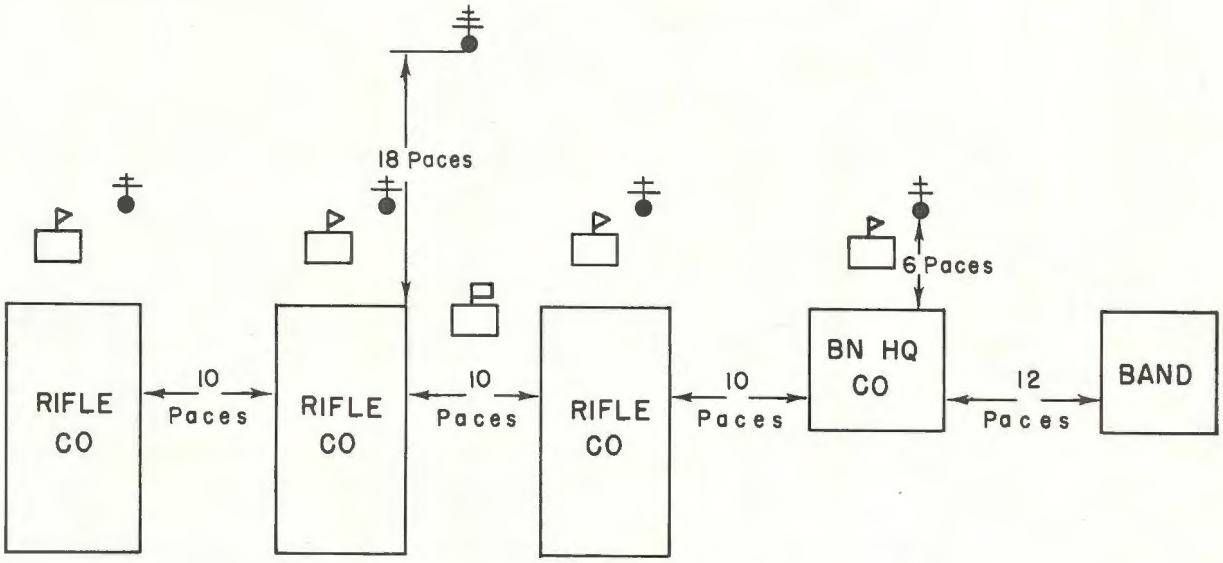

FIGURE 74.—Battalion in line with companies in mass formation.

companies, attached units, and trains. Company commanders form their units as prescribed and place them in their proper places in column by the time indicated, reporting their arrival in place to the battalion commander or adjutant (fig. 72).

2–73 TO FORM IN LINE WITH COMPANIES IN LINE (FOR CEREMONIES.)—*a.* The adjutant indicates the line on which the battalion is to form with two flags, one on each flank. He takes post on the right of and facing down the line, and draws sword, if so armed.

b. When the band is present, the adjutant orders the band: SOUND ATTENTION. At the sounding of attention by the band, the companies are brought to attention and to right shoulder arms from front to rear, respectively. After the entire battalion is at attention and at right shoulder arms, the adjutant orders the band: SOUND ADJUTANT'S CALL.

c. Companies are marched from the left flank in column of threes (or fours) so as to arrive at positions parallel to and in rear of the line successively from right to left. The command of execution for their movement is so timed that they will step off at the first note of the march following adjutant's call. The line of march is sufficiently off the line on which the battalion is to form to permit the expeditious alinement of guides of the right company by the adjutant. As each company arrives in rear of its position, it is halted and faced to the left. The company commander then commands GUIDES ON LINE. At this command, the guide of each platoon moves

out at double time (at port arms) to his position on the line indicated by the flags and faces the adjutant. The adjutant alines the guides of the right company; the guides of other companies cover the guides already on the line. As soon as the guides have established themselves on the line, the company is alined as prescribed in paragraph 2–62. The right man of the front rank places himself so the center of his chest touches the guide's arm.

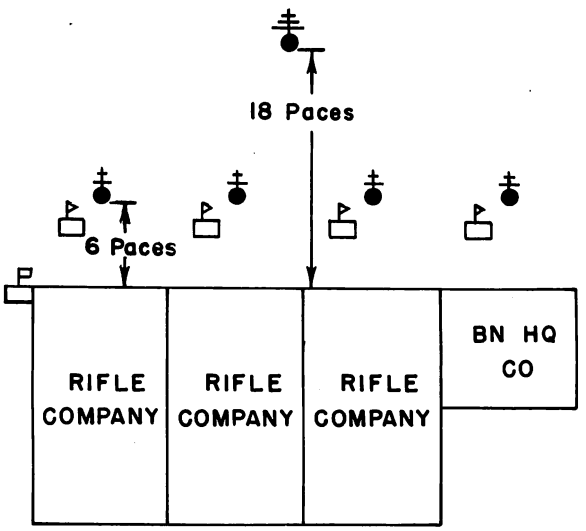

FIGURE 75.—Battalion in mass formation.

d. When all units have reached their position on the line, the band stops playing, and the adjutant moves by the most direct route to a position midway between the line of company commanders and the battalion commander and faces the battalion.

e. When all units are dressed, the adjutant commands GUIDES, POST. At the command POSTS, the guides move to their normal positions in ranks. To do this the guides take one step forward, face to the right in marching, halt, and about face.

f. The adjutant then commands PRESENT, ARMS, faces the battalion commander, salutes, and reports "Sir, the battalion is formed."

g. The battalion commander returns the salute and orders TAKE YOUR POST, SIR. The adjutant passes to the battalion commander's right and takes his post on the line of the staff. The battalion commander draws sword (if so armed) and commands ORDER, ARMS (fig. 73).

2–74 TO FORM IN LINE WITH COMPANIES IN MASS FORMATION (FOR CEREMONIES.)—*a.* The procedure is the same as in forming in line except that:

(1) Companies are marched from either flank in mass formation to their position in line, the line of march being well in rear of the line on which the battalion is to form. When opposite its place in line, each company executes LEFT (RIGHT) TURN. As soon as this turn has been initiated, the company commander commands: GUIDE OF RIGHT PLATOON ON LINE. At this command, the guide of the right platoon moves out at double time (at port arms) to the line indicated by the flags, halts, comes to order arms, and faces the adjutant. The guide indicates the right of the company.

(2) When all units are dressed the adjutant commands GUIDES, POSTS. At the command POSTS, the guides move to their normal position. To do this the guides face to the left, take one step forward and halt.

b. Companies may be marched to position in column of threes (or fours) instead of in mass formation as above. The procedure is the same as above except that:

(1) As soon as the column movement has been initiated, the company commander orders: GUIDE OF LEADING PLATOON ON LINE. The guide moves out to his position on the line, the company commander commands. COMPANY MASS LEFT (COMPANY MASS (3 to 6) PACES LEFT), MARCH, the command of execution being so timed that the leading platoon will halt just short of the line of guides. The remaining platoons successively move into position on the left of the leading platoon at the designated interval.

(2) At the command GUIDES, POSTS, the guides move to their normal positions (fig. 74) in the manner stated in paragraph 2–74*a* (2).

2–75 TO FORM BATTALION IN MASS.—The procedure is the same as in forming in line except that companies are marched from either flank in column of threes (or fours) at close interval without distance between platoons, the line of march being well in rear of the line on which the battalion is to form. When opposite its place in line, each company commander executes column left (right). As soon as this

column movement has been initiated, the company commander commands GUIDE OF LEADING PLATOON ON LINE. The guide moves out at double time (at port arms), the company is halted, and guides take their posts as described in paragraph 2–74 (fig. 75).

2–76 TO DISMISS THE BATTALION.—*a.* The battalion commander commands DISMISS YOUR COMPANIES. At this command, each company commander salutes the battalion commander. He returns the salutes. Each company commander marches his company to the place of dismissal, and dismisses it as prescribed in paragraph 2–61.

b. The companies having marched off, the battalion commander dismisses his staff.

c. In case the battalion commander desires to release the companies to their commanders, without prescribing that the companies promptly be dismissed, he commands TAKE CHARGE OF YOUR COMPANIES. Company commanders salute and the battalion commander returns the salute. The company commanders then take charge of their companies.

SECTION VIII

FORMATIONS OF THE REGIMENT

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To dismiss the regiment	2–80	112

2–77 FORMATIONS.—For formations of the regiment, see figures 76, 77, 78, and 79.

2–78 TO FORM THE REGIMENT.—*a.* The regiment does not drill by command. Its battalions form and march as directed by the regimental commander. When practicable, the formation and movement of the subdivisions of the regiment should be made clear to subordinate commanders before starting the movement.

b. The regimental commander prescribes the formation, the uniform, individual and unit equipment, the place where the regiment is to form, the direction in which it will face, the hour of forming, location of the head of the column (or right of the line), and the order in column or line of the headquarters, the band, battalions, special and attached units, and trains.

c. The regimental commander gives his orders either orally, by bugle, by signal or in writing. They may be given directly to the officers concerned or communicated to them through his staff.

d. Before the regiment is formed, the regimental commander may cause the positions which are to be taken by the larger elements to be indicated by markers.

e. Battalions (or special units) are given REST upon arrival at their designated places.

f. For ceremonies, the procedure as described for the formation of the battalion is followed except that battalion adjutants take post on the line on which the regiment is to form at adjutant's call. Battalion adjutants face down the line from positions 6 paces from the point where the right flanks of their respective battalions will rest. When all units of their battalions are on line, they move to their posts by the most direct routes.

g. The regimental adjutant acts for the regiment in a manner similar to that prescribed for the battalion adjutant.

h. When a commander, or adjutant gives a command which is to be executed by troops under the command of a subordinate commander, as when a regimental adjutant causes the troops to be brought to attention, the command is given in a voice just loud enough to be distinctly heard by the subordinate commanders. It is not separated into a preparatory command and a command of execution, nor is it given so smartly as to cause premature execution by the troops.

i. The color guard and the color battalion are posted within the regimental formation in a similar manner to the posting of the color guard and the color company within the battalion formation (par. 2–71*b*).

2–79 STAFF.—The regimental staff forms, changes position, and marches in a manner similar to that prescribed for the battalion staff (par. 2–70).

2–80 TO DISMISS THE REGIMENT.—To dismiss the regiment, the regimental commander orders the battalion (special unit) commanders to dismiss their organizations.

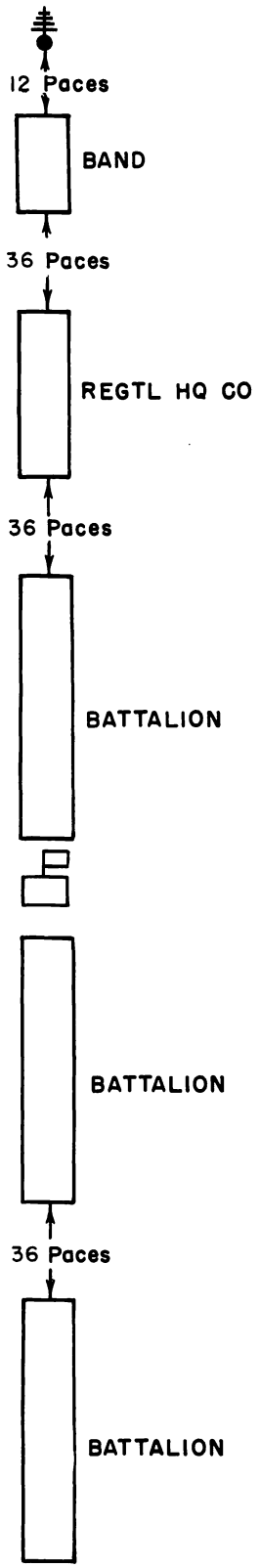

FIGURE 76.—Regiment in column with battalions in column.

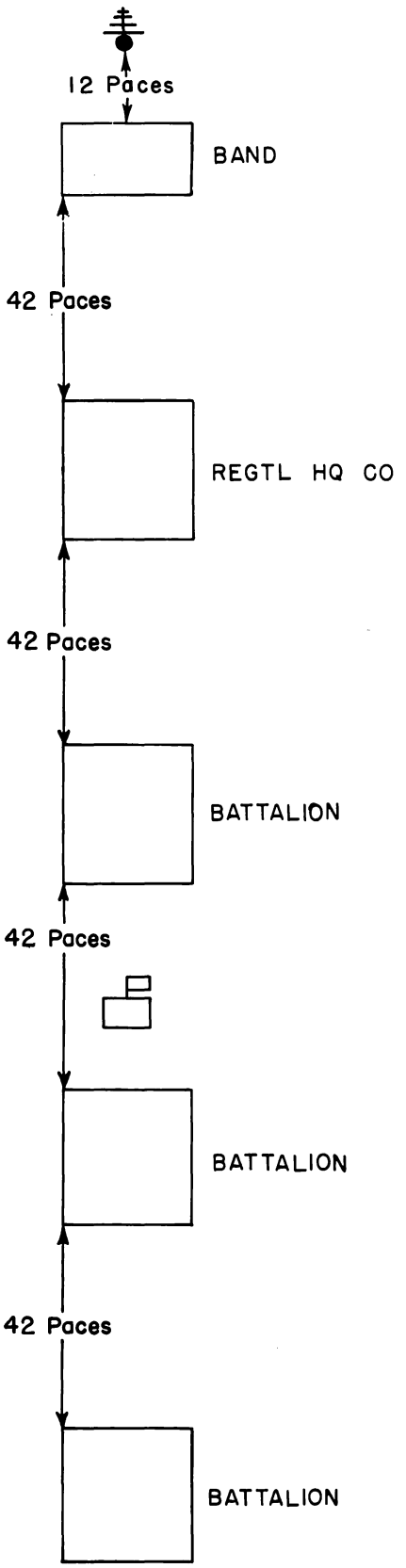

FIGURE 77.—Regiment in column with battalions in mass formation.

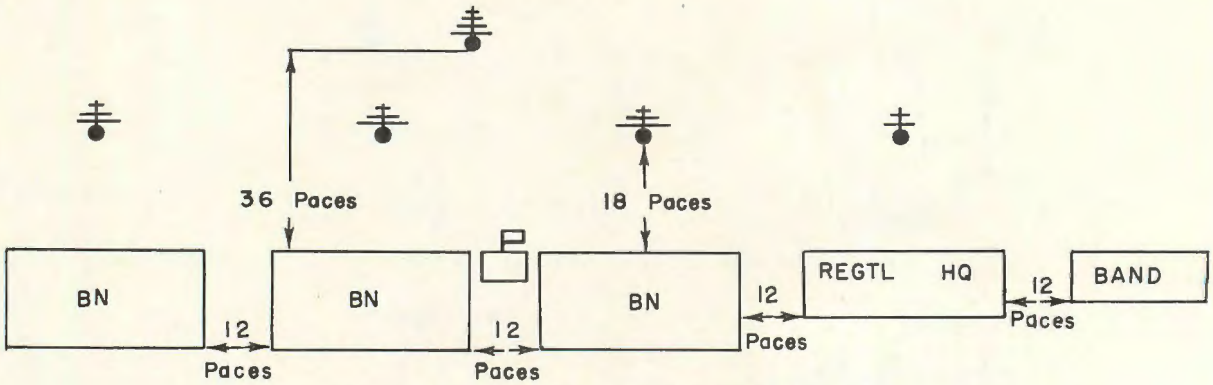

FIGURE 78.—Regiment in line with battalions in mass formation.

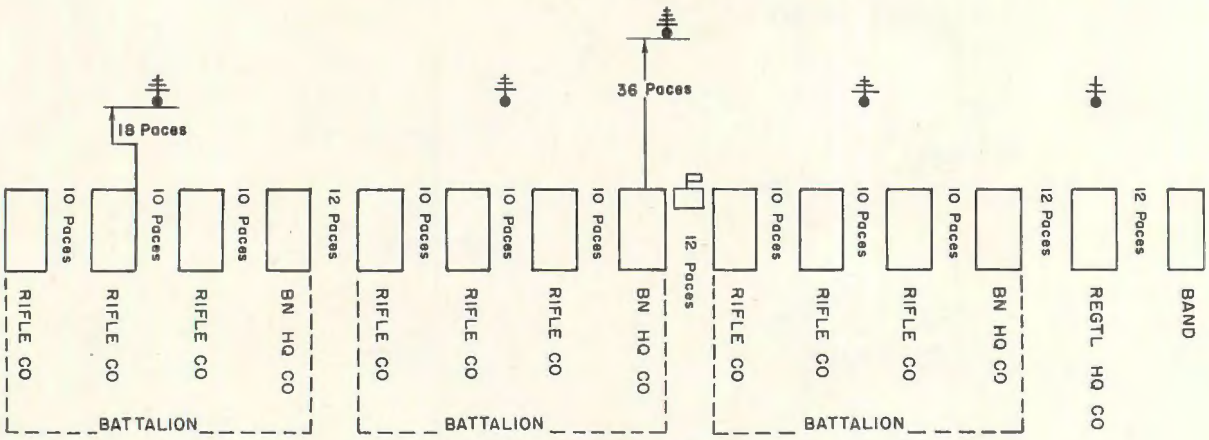

FIGURE 79.—Regiment in line with companies in mass formation.

CHANGES IN THE LANDING PARTY MANUAL, UNITED STATES NAVY, 1960 REVISED
CHANGE NO. 1

THE SECRETARY OF THE NAVY,
Washington, D.C., —— *Aug 1962*

LETTER OF PROMULGATION

The attached pages contain changes to the Landing Party Manual, U.S. Navy 1960, revised. These changes shall be entered upon receipt.

Fred Korth

FRED KORTH.

This reprint contains pages affected
in the EXTRACTS by Change 1.

LANDING PARTY MANUAL
U.S. NAVY, 1960, REVISED
CHANGE No. 1

Reviewed and Approved August 1962

C. D. GRIFFIN
Vice Admiral, U.S. Navy
Deputy Chief of Naval Operations
(Fleet Operations and Readiness)

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MANUAL OF ARMS WITH THE M14 RIFLE

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To stack arms	2–95	114j
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2–81 GENERAL.—*a.* Execute FALL IN with the rifle at order arms.

b. Facings, alinements, and short distance marching movements are executed from order arms. Side step, backward march, open and close ranks, and close and extend are short-distance movements. Forward march may be given from order arms to march units forward for a short distance. When these movements are commanded while at order arms, it is necessary to come automatically to trail arms on the command of execution for the movement. The rifle is returned to order arms upon halting.

c. Before a command for any marching movement (other than the exceptions stated in *b*, above) is given to armed troops, they are faced in the direction of march and their weapons brought to right shoulder, port, or sling arms by the appropriate command. After a marching movement has been completed and it is desired to execute a facing movement, the command to order or unsling arms is given, followed by the command for the facing movement.

d. When at a position other than sling arms, the troops must come to port arms for double time. When the troops are in formation, the commander gives the appropriate commands.

2–82 RULES FOR THE RIFLE MANUAL OF ARMS.—*a.* The term "at the balance" refers to a point on the rifle (fig. 80) just forward of the magazine well. In this position the little finger of the left hand is placed on the lower band. While this is not the true balance of the rifle, it is used as a reference point for instructional purposes and to facilitate the manipulation of the weapon while performing the manual of arms.

b. The position of the rifle known as "diagonally across the body" (fig. 81) is as follows:

(1) The left hand is at the balance, with the thumb and fingers grasping the rifle and

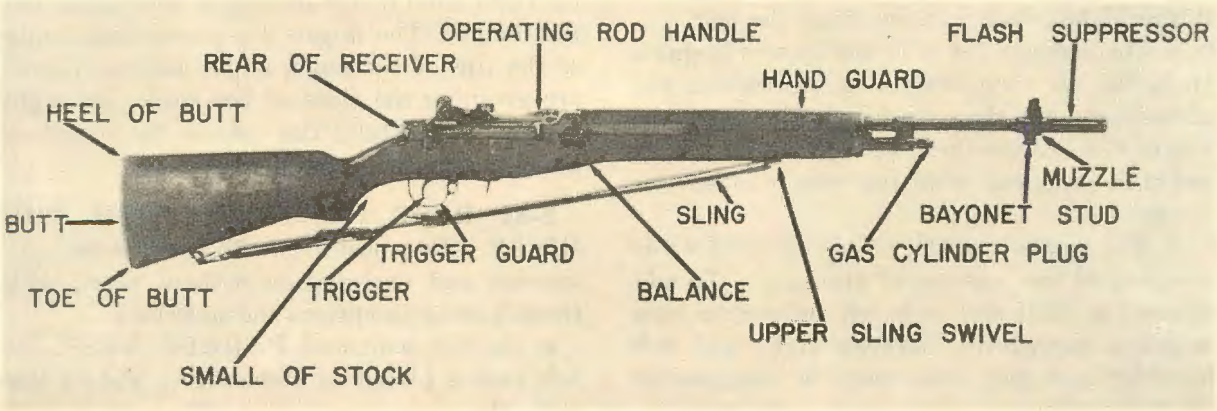

FIGURE 80.—Drill nomenclature of the U.S. Rifle, 7.62 mm, M14.

FIGURE 81.—Rifle held diagonally across the body.

sling. To do this, extend and join the fingers so as to form a **U** with the thumb.

(2) The barrel is up and at such an angle that is bisects the juncture of the neck and shoulder. The heel of the butt is on line with the right hip (fig. 81).

(3) The rifle is held at a height which allows the right forearm to be horizontal when the small of the stock is grasped with the right hand.

(4) The distance of the rifle from the body depends upon the conformation of the body, but it should be about 4 inches from the belt.

c. The cadence for rifle movements is quick time, but in early stages of instruction the movements are done more slowly until the troops can execute them with precision. They are then practiced until the proper cadence is acquired.

d. The manual for the rifle is executed while standing at the position of attention. To add interest to drill and to lessen fatigue on long marches, movements between right and left shoulder and port arms may be commanded when marching at attention in quick time.

(1) To move the rifle from the right shoulder to the left shoulder, LEFT SHOULDER, ARMS is commanded as the left foot strikes the ground. The first count of this movement is executed as the right foot strikes the ground and the left arm is swinging forward in a natural arc.

(2) To move the rifle from the left shoulder to the right shoulder, RIGHT SHOULDER, ARMS is commanded at the right foot strikes the ground. The first count of this movement is executed as the left foot strikes the ground and the right arm is swinging forward in a natural arc.

e. The following positions are commanded from order arms only: inspection arms, trail arms, sling arms, fix and unfix bayonets, and the rest positions at order arms. Port arms is the only command that may be given from inspection arms.

f. The manual of arms with the magazine in the rifle is restricted to inspection arms, port arms, sling and unsling arms, order arms, trail arms, and fix and unfix bayonets.

2–83 ORDER ARMS.—*a.* Order arms is the position of the individual at attention with the rifle. It is assumed on the command ATTENTION from any of the rest positions except fall out. Order arms is assumed on the command FALL IN and on the command ORDER, ARMS from any position in the manual except inspection arms and sling arms.

b. At order arms, the position of attention is maintained except for the right arm and rifle. The rifle butt is placed on the ground with the barrel to the rear and the toe of the butt against and on line with the toe of the right shoe. The upper part of the handguard is grasped with the right hand in a **V** formed by the fingers and the thumb. The fingers are placed diagonally so the tips of the index finger and the thumb are grasping the sides of the stock; the right arm is kept behind the rifle so the thumb is along the trousers seam (fig. 82).

2–84 REST POSITIONS WITH THE RIFLE.—Rest positions with the rifle are commanded and executed as without arms, with the following exceptions and additions:

a. On the command PARADE REST, the left foot is placed 12 inches from and on line with the right foot. The rifle butt is kept against the right foot, the butt toe on line with the shoe toe. The barrel of the rifle rests

FIGURE 82.—Order arms.

FIGURE 83.—Parade rest.

against the hip along the seam of the trousers as in the position of attention. The grasp of the rifle in unchanged. The left hand is placed behind the back just below the belt line with the fingers and thumb extended and joined and the palm facing the rear (figs. 83 and 84).

b. On the command AT EASE, or REST, the right foot remains in place and the rifle is held as in parade rest with the right arm relaxed slightly.

c. When at sling arms, rest positions are commanded and executed as described in paragraph 2–93*e*.

d. Armed troops must be at attention at order arms, port arms, stack arms, or unsling arms before FALL OUT may be given.

2–85 TRAIL ARMS.—*a.* For instructional purposes, the command TRAIL ARMS may be used to teach the position at a halt. At the command ARMS, the rifle is raised vertically 3 inches off the ground with the wrist straight and the thumb along the seam of the trousers; the grasp of the rifle does not change (fig. 85). This movement is executed in one count.

b. At the command ORDER, ARMS, the rifle is lowered vertically to the position of order arms.

FIGURE 84.—Parade rest (rear view).

FIGURE 85.—Trail arms.

FIGURE 86.—Movements from order arms to port arms.

For instructional purposes when TRAIL ARMS is commanded, the rifle is held at the trail until ORDER ARMS is given.

2–86 PORT ARMS.—*a.* The command is PORT, ARMS.

b. This is a two-count movement from order arms. At the command ARMS, the rifle is raised diagonally across the body with the right hand; the left hand grasps the rifle at the balance and holds it so that it is 4 inches from the belt. The right elbow is held down without strain (fig. 86). On the second count, the rifle is regrasped with the right hand at the small of the stock, fingers and thumb closed around the stock (fig. 86). The right forearm is horizontal and the elbows are against the sides.

c. From port arms to order arms is a three-count movement. At the command ARMS, the right hand is moved to regrasp the upper part of the handguard without moving the rifle (fig. 86). On the second count, the left hand is removed from the balance, and the rifle is lowered to the right side with the right hand until the butt is 3 inches from the ground. The left hand is placed immediately below the bayonet stud, fingers and thumb extended and joined, palm to the rear, to steady the rifle and hold the barrel vertical (fig. 87). On the third count, the left hand is cut sharply to the side while the rifle is lowered gently to the ground, and the position of order arms is assumed.

2–87 RIGHT SHOULDER ARMS.—*a.* The command is RIGHT SHOULDER, ARMS.

b. When executed from order arms, right shoulder arms is a four-count movement. At the command ARMS, the first count of port arms is executed as described in paragraph 2–86 (fig. 88). The right elbow is held down without strain. On the second count, the rifle is regrasped at the butt with the right hand, the heel of the butt between the first two fingers, and the thumb and fingers closed around the heel with the thumb and forefinger touching (fig. 88). On the third count the rifle is placed on the right shoulder with the grasp of the right hand unchanged. At the same time, the left hand is moved from the balance to the small of the stock where it is used to guide the rifle to the shoulder (fig. 88). The thumb and fingers are extended and joined with palm turned toward the body. The first joint of the left forefinger touches the rear of the receiver. The left

FIGURE 87.—Next to last count of order arms.

elbow is kept down. On the fourth count, the left hand is cut smartly back to its position by the side, as at attention. The right forearm is horizontal with the right elbow against the side and on line with the back (fig. 88).

c. The return to order arms is a four-count movement. On the command ARMS, the rifle butt is pulled quickly toward the body with the right hand. As the rifle clears the shoulder, the right hand smartly twists the stock 90° in a clockwise direction causing the rifle to be guided diagonally across the body. At the same time the left hand is brought up to catch the rifle at the balance, smartly and audibly. On the second count, the right hand is moved up to grasp the upper part of the handguard. The third and fourth counts are executed the same as the second and third counts used in executing order arms from port arms (par. 2–86).

d. Right shoulder arms from port arms is a three-count movement. On the first count, the rifle is grasped at the butt with the right hand as in coming to right shoulder from order arms. The last two counts are the same as the last two counts in moving from order to right shoulder arms.

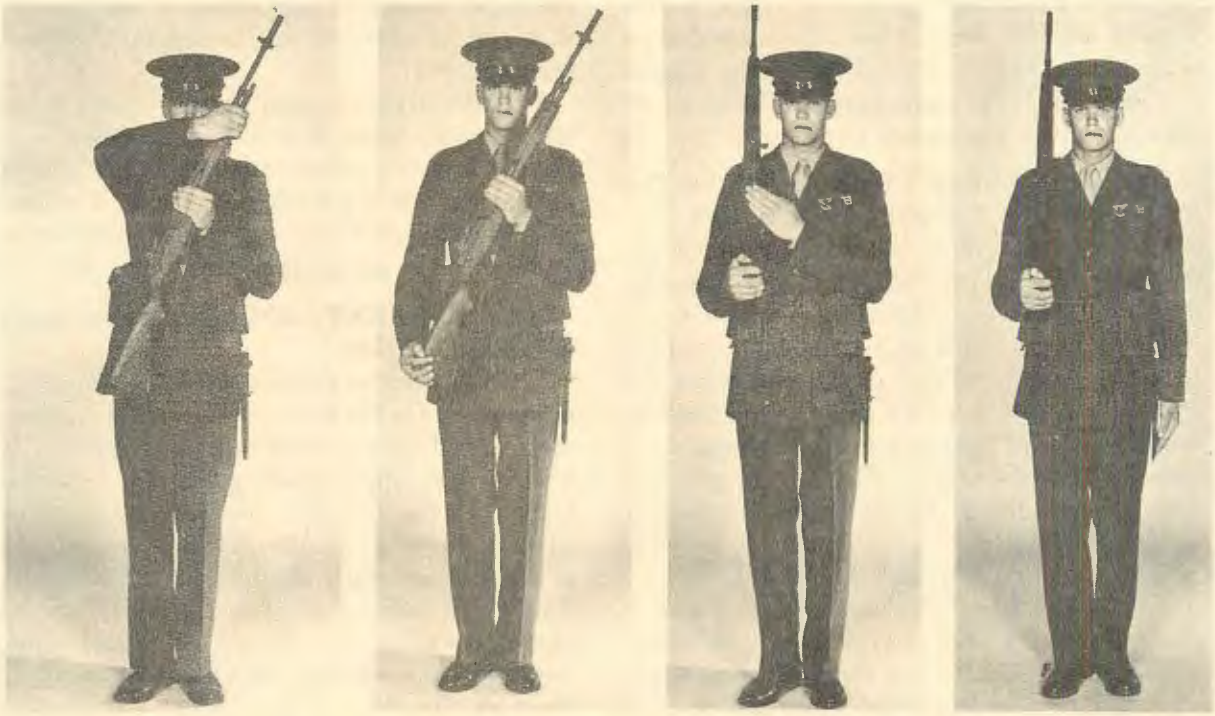

FIGURE 88.—Movements from order arms to right shoulder arms.

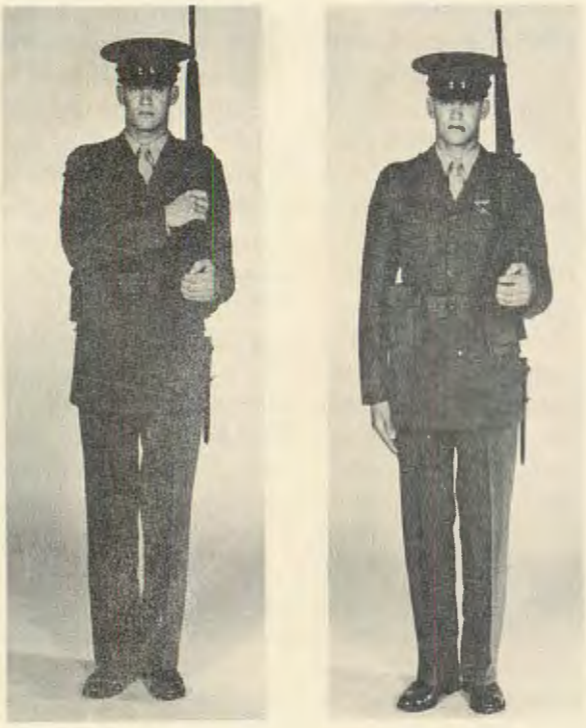

FIGURE 89.—Movements from order arms to left shoulder arms.

FIGURE 90.—Movements from order arms to present arms (count one)

e. Port arms from right shoulder arms is a two-count movement. The first count is the same as the first count from right shoulder to order arms. On the second count, the rifle is regrasped with the right hand at the small of the stock in the position of port arms.

2–88 LEFT SHOULDER ARMS.—*a.* The command is LEFT SHOULDER, ARMS.

b. To move the rifle to left shoulder arms from the order, the rifle is brought to port arms in the first two counts (fig. 86). On the third count, the rifle is placed on the left shoulder with the right hand and at the same time the stock of the rifle is driven smartly and audibly into the palm of the left hand as the right arm comes across the body. The butt is grasped with the left hand (fig. 89). On the fourth count, the right hand is cut smartly to the side as in the position of attention (fig. 89).

c. Port arms from left shoulder arms is a two-count movement. On the first count, the right hand moves up and across the body and grasps the small of the stock and the right arm is pressed against the body (fig. 89). On the second count, the rifle is brought from the shoulder and diagonally across the body with the right hand and regrasped at the balance with the left hand as in the position of port arms (fig. 86).

d. Order arms or right shoulder arms from left shoulder arms is a five-count movement. On the first two counts, the rifle is brought to port arms. On the last three counts, it is possible to go to order arms or right shoulder arms as described in paragraphs 2–83 and 2–87.

2–89 PRESENT ARMS.—*a.* The command is PRESENT, ARMS.

b. Order arms to present arms is a two-count movement. On the first count, the rifle is raised and carried to the center of the body. It is held vertical, approximately 4 inches from the body with the barrel to the rear. The right elbow is down. The rifle and sling are grasped at the balance with the left hand. The left forearm is horizontal and the left elbow is against the side (fig. 90). On the second count, the right hand regrasps the rifle at the small of the stock (fig. 90).

c. Order arms from present arms is a three-count movement. On the first count, the rifle is

FIGURE 91.—Inspection arms without magazine.

FIGURE 92.—Port arms from inspection arms, with and without magazine.

grasped at the upper part of the handguard with the right hand (fig. 90) with the right elbow kept down and against the side. The rifle is lowered to the ground with the right hand on counts two and three as in port arms to order arms (fig. 87).

d. Port arms from present arms is executed in one count. The rifle is raised and twisted with the right hand, the muzzle moves to the left, and the rifle is regrasped at the balance with the left hand (fig. 86).

e. Present arms from port arms is executed in one count. The rifle is lowered and twisted with the right hand while being moved into a vertical position where it is regrasped at the balance with the left hand.

2–90 INSPECTION ARMS (WITHOUT MAGAZINE).—*a.* The command is INSPECTION ARMS. It is a four-count movement, executed only from order arms.

b. At the command ARMS, the rifle is raised diagonally across the body with the right hand and is grasped with the left hand at the balance as in the first count of port arms (par. 2–86*b*). On the second count, the right hand grasp is released and the right hand slides down the rifle with the fingers extended and joined, until the knife edge of the hand comes in contact with the operating rod handle. At this time, the thumb is on the opposite side of the receiver (fig. 91). On the third count, the operating rod handle is pressed sharply to the rear and the bolt lock is depressed with the thumb so that the bolt is locked in the rearmost position. At the same time, the head and eyes are lowered to check the receiver (fig. 91). On the fourth count, having found the receiver empty or having emptied it, the head and eyes are raised to the front and the rifle is regrasped at the small of the stock as in port arms.

c. PORT, ARMS, is the only command that is given from inspection arms. On the preparatory command, the grip on the small of the stock is relaxed to permit the index finger to hook around the operating rod handle, pulling it slightly to the rear so that the bolt lock will be released (fig. 92). At the command ARMS the operating rod handle is reseased, the trigger pulled, and the small of the stock regrasped in the position of port arms.

FIGURE 93.—Rifle salute at order arms and at right shoulder arms.

2-91 INSPECTION ARMS (WITH THE MAGAZINE).—*a.* The command is INSPECTION, ARMS. It is a four-count movement with the first two counts the same as inspection arms without the magazine. On the third count, the operating rod handle is pressed sharply to the rear with the knife edge of the right hand until the bolt engages the magazine follower. At the same time, the head and eyes are lowered to check the receiver. On the fourth count, having found the receiver empty or having emptied it, the head and eyes are raised and the rifle is regrasped at the small of the stock as in port arms.

b. PORT ARMS is the only command given from inspection arms. On the preparatory command, the right hand releases the rifle and, with fingers extended and joined, the knife edge of the hand is pressed against the operating rod handle. After the operating rod handle is pressed slightly to the rear, the thumb is inserted in the rearmost part of the receiver to depress the magazine follower. The bolt is allowed to slide forward slightly (fig. 92). On the command ARMS, the operating rod handle is released. The right hand is returned to the small of the stock, the trigger is pulled, and the position of port arms is assumed.

2-92 RIFLE SALUTE.—*a.* This movement may be executed from order arms, trail arms, right shoulder arms, or left shoulder arms. For instructional purposes, the command RIFLE, SALUTE may be used. The rifle salute is a two-count movement.

b. When at order arms, the left arm moves across the body on the first count, with the forearm and wrist straight, fingers and thumb extended and joined, and palm down. The first joint of the forefinger touches the rifle at a point below the bayonet stud (fig. 93). If not in ranks, the head and eyes turn toward the person or color saluted. On the second count, the left hand is cut smartly to the side and the head and eyes are turned to the front.

c. When saluting at trail arms, the movements are identical with those for saluting at order arms, except that the rifle is held in the trail arms position.

d. At right shoulder arms, the movement is executed by moving the left arm across the chest and touching the first joint of the forefinger to the rear of the receiver. The left elbow is held so that the left forearm is horizontal. Fingers, thumb, and wrist are held as described in *b*, above. The palm is down (fig. 93). The second count of the rifle salute at right shoulder arms is executed by cutting the left hand smartly to the side.

e. At left shoulder arms, the salute is executed by moving the right arm across the chest and touching the first joint of the forefinger to the rear of the receiver. The right elbow is held so that the forearm is horizontal. The fingers, thumb, and wrist are as described in *b*, above. The palm is down. The second count of the rifle salute at right shoulder arms is executed by cutting the left hand smartly to the side.

2-93 SLING AND UNSLING ARMS.—*a.* The command SLING, ARMS is given only from order arms. This movement is not executed in cadence. If the sling is not adjusted, the butt of the rifle is placed on the right hip and the rifle is cradled in the crook of the right arm at the command of execution. The sling is adjusted with both hands and the rifle is then

FIGURE 94.—Sling arms.

FIGURE 95.—Fix and unfix bayonets.

slung over the right shoulder in the most convenient manner. When at sling arms, the sling is grasped with the right hand, keeping the right forearm horizontal and holding the barrel of the rifle vertical (fig. 94). If the sling is already adjusted, the rifle is slung in the most convenient manner at the command of execution.

b. The command UNSLING, ARMS is given only from the position of sling arms. At the command of execution, the rifle is unslung and brought to the position of unsling arms by steadying the rifle with the left hand. The positions of order arms and unsling arms are the same except that at unsling arms the sling is loose.

c. So that precise movements of the manual can be executed, the command ADJUST, SLINGS is given. At the command SLINGS, the sling is tightened while holding the rifle as described in *a*, above.

d. To salute while at sling arms, on the command ARMS of PRESENT, ARMS, the sling is grasped with the left hand to steady the rifle. The palm of the left hand is to the rear and the forearm is horizontal. At the same time, the sling is released with the right hand and the first count of the hand salute is executed as described in paragraph 2–10*e*. At the command ARMS of ORDER, ARMS, the right hand and arm are moved smartly to the side as in the position of attention and then the original position of sling arms is resumed.

e. When at sling arms, parade rest, rest, and at ease are executed as from order arms except that the rifle is held slung with the right hand. When the command REST is given, the rifle may be unslung. When calling a unit to attention, the position of parade rest at sling arms is assumed on the preparatory command.

2–94 FIX AND UNFIX BAYONETS.—*a.* These movements are not executed in cadence.

b. On the command FIX, BAYONETS the muzzle of the rifle is moved across the body and regrasped with the left hand below the gas cylinder plug. The snap on the scabbard is unfastened and the bayonet is grasped with the right hand, as shown in figure 95. The bayonet is drawn from the scabbard. The point of the bayonet is turned skyward and the bayonet is fixed on the muzzle of the rifle with a downward motion. After the bayonet is fixed, the position of order arms is assumed.

c. The command UNFIX, BAYONETS is given only at the position of order arms.

d. At the command BAYONETS, the rifle is moved to the left hand as when fixing bayonets. The rifleman glances down and grasps the handle of the bayonet with the right hand, the palm toward the body. The bayonet catch spring is pressed with the inside of the forefinger. The bayonet is raised vertically until the handle is approximately a foot above the muzzle of the rifle. Then, keeping the eyes on the point of the bayonet, the rifleman returns the bayonet to the scabbard, reversing the movements of its withdrawal. The snap on the bayonet scabbard is fastened with the left hand and the position of order arms is assumed. The bayonet is carried in the scabbard with the ring to the front.

e. Safety precautions should be observed when fixing bayonets while the rifle is held diagonally across the body with the left hand. Tap the base of the bayonet handle with the heel of the right hand, to make sure that the bayonet is secure. If resistance is met when unfixing the bayonet, thrust the bayonet into the ground, blade facing the right toe. Then press the bayonet release with the toe of the right shoe and remove the rifle from the bayonet. The blade of the bayonet is not touched with the bare hands.

2–95 TO STACK ARMS.—*a.* The members of the squad stack arms from their positions in line at normal interval on the command of STACK, ARMS. After the squad counts off, the commander designates the stackmen by numbers and then gives the command, PREPARE, SLINGS.

b. At the command SLINGS, the stackman places the butt of his rifle on his right hip and cradles it in the crook of his right arm (fig. 96).

FIGURE 96.—Preparing sling to stack arms.

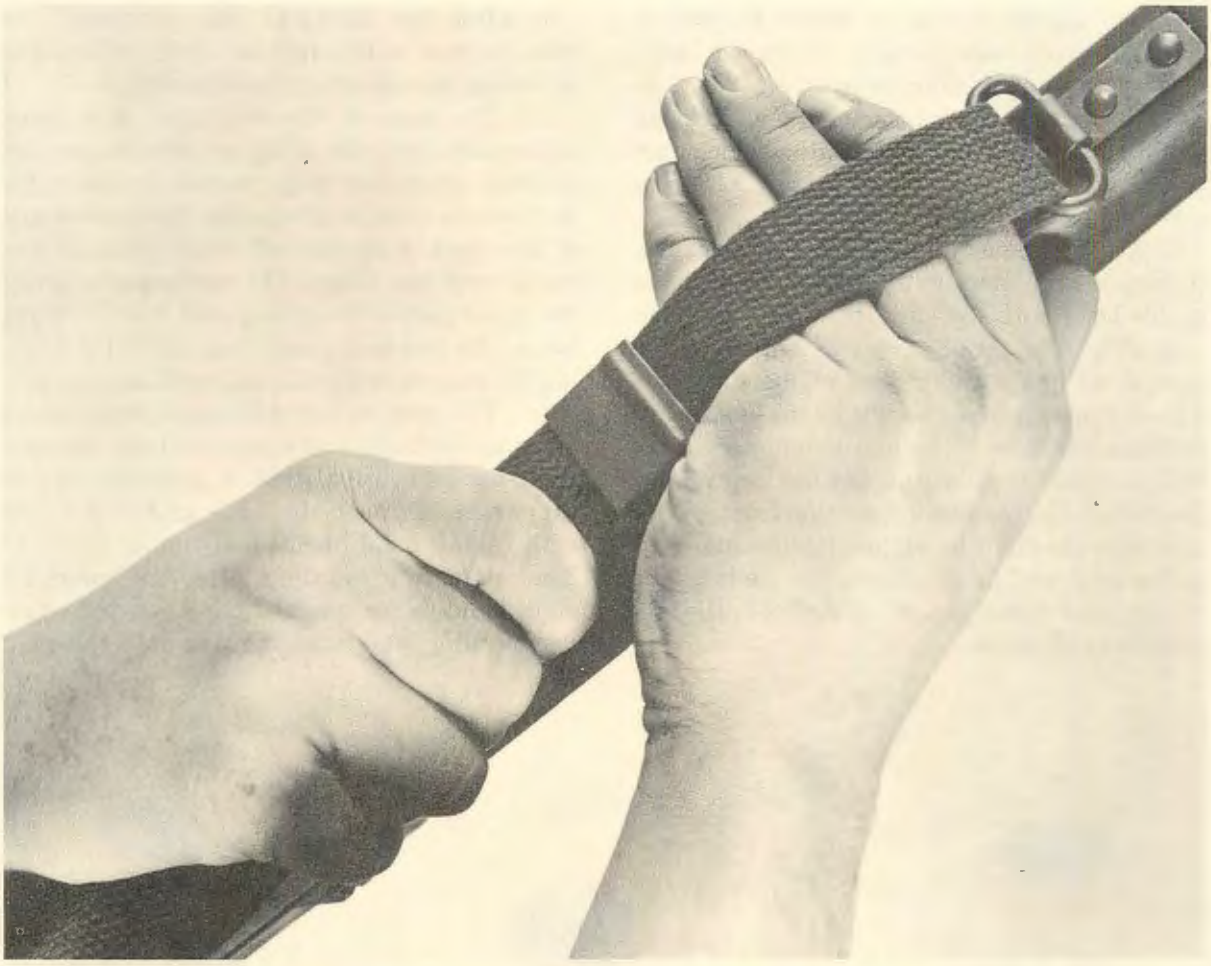

FIGURE 96 Continued—Closeup for position of hand in sling.

He then adjusts the sling keeper to form a 4-inch loop (a palm's width within the loop) next to the upper sling swivel (fig. 96). As soon as he has prepared the loop, the stackman returns to order arms. After all stackmen are at order arms, the command STACK, ARMS is given.

c. At the command ARMS, the stackman places his rifle directly in front of and centered on his body with the sling facing to the front (fig. 97). The heel of the rifle butt is on the ground on line with the toes of the stackman. The stackman grasps the rifle by the handguard with his left hand. The first two fingers of the left hand hold the inner part of the loop against the rifle. He reaches across the front of the rifle with the right hand, grasps the outer part of the loop, and holds it open for the insertion of the other rifles (fig. 98). He holds the rifle vertical at all times.

d. After the stackman has positioned his rifle, the men on his right and left perform the following movements simultaneously:

(1) The man on the stackman's left raises and rotates his rifle, sling up, to a horizontal position across his body, muzzle to the right. At the same time, he grasps the rifle at the small of the stock with the left hand, palm downward, over the sling. He continues to grasp the upper part of the handguard with his right hand. He lets both arms hang naturally, holding the weapon in a horizontal position (fig. 99).

(2) The man on the stackman's right moves his rifle vertically and across his body with his right hand until his wrist is shoulder high in the center of the body. He grasps the rifle with his left hand immediately under the right hand, palm over the sling. He then lowers his right hand to the small of the stock, palm facing the sling, and turns the rifle until the sling

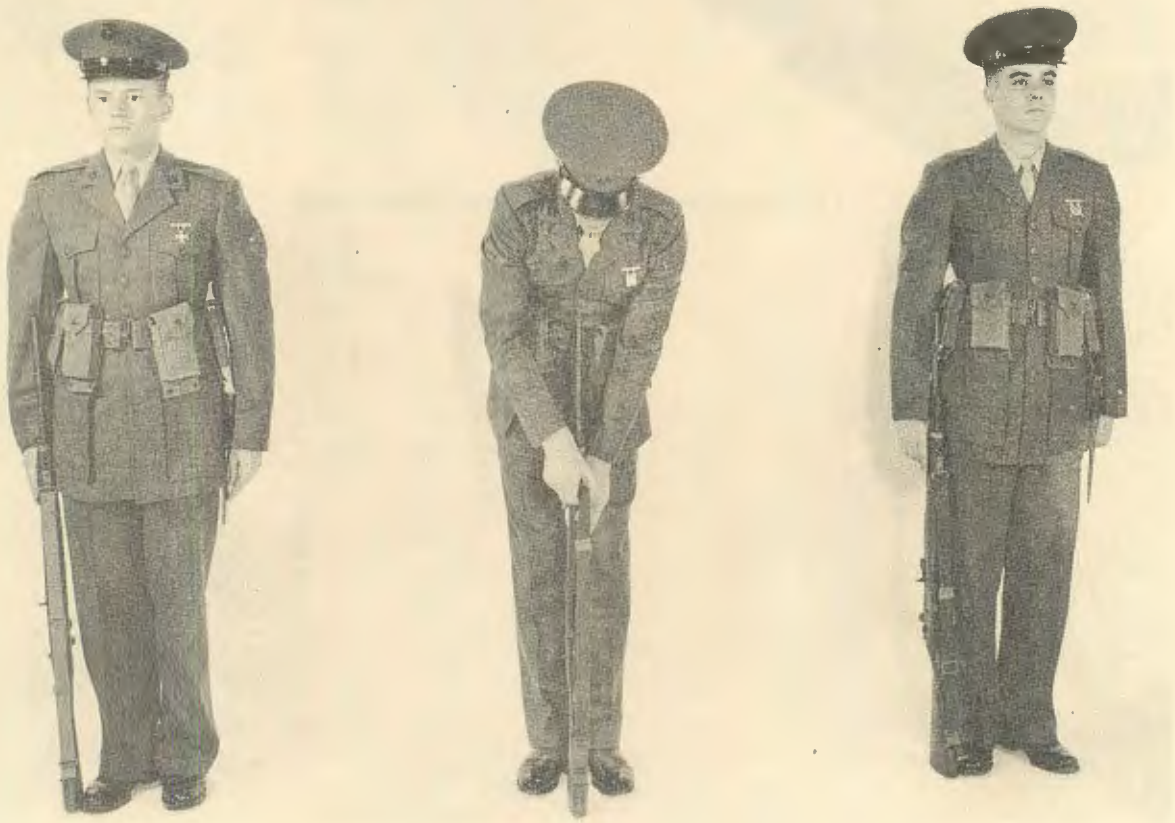

FIGURE 97.—Stack arms.

FIGURE 98.—Close up of loop in sling.

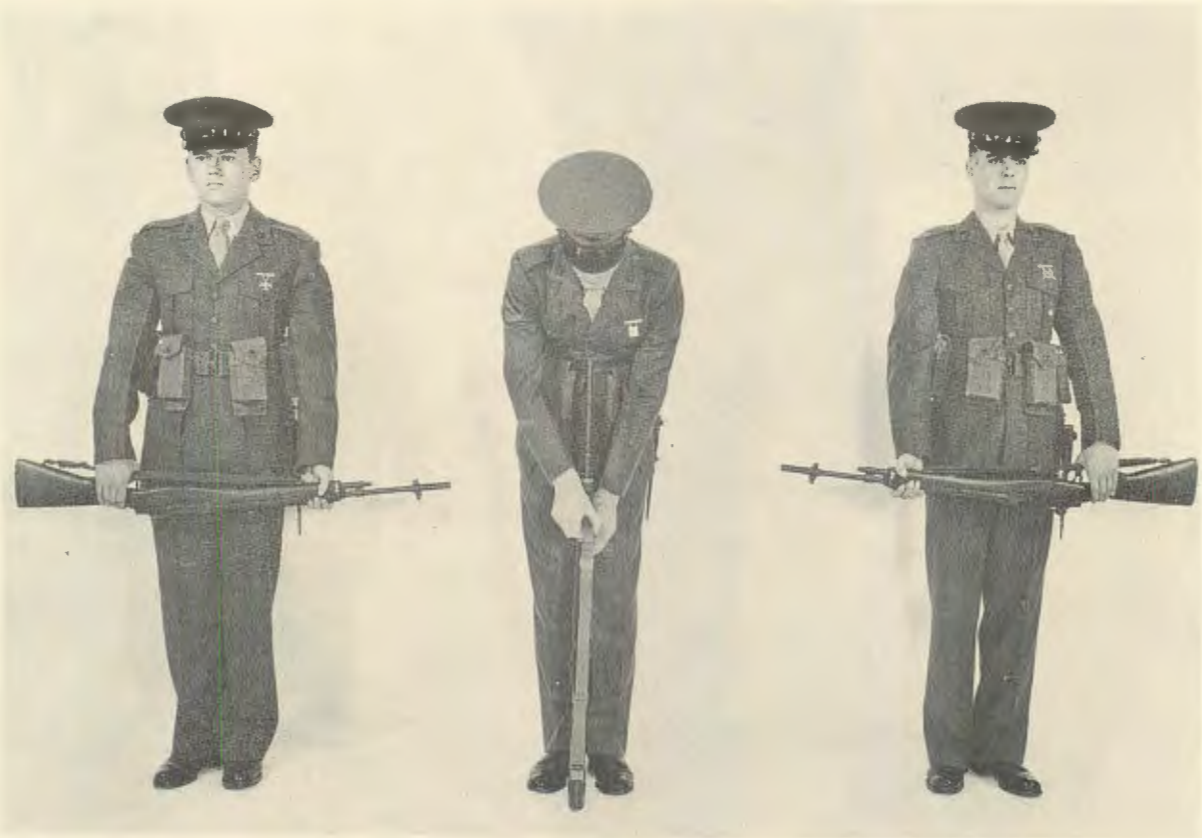

FIGURE 99.—Stacking arms.

is up, muzzle to the left, and the rifle is in a horizontal position. He lets his arms hang naturally (fig. 99).

(3) As soon as both men have completed these movements, each moves his foot that is nearest the stackman 18 inches to the oblique and toward the stackman. In a continuing motion, the man on the stackman's left inserts the muzzle of his rifle into the loop held by the stackman until the bayonet stud protrudes past the far end of the loop (fig. 99). He holds his weapon in this position until the man on the stackman's right inserts the muzzle of his rifle through the loop in the same manner. The muzzle of the second rifle is on top.

e. When both rifles have been inserted into the loop, the men on each side of the stackman swing the butts of their rifles outward and down to the ground until the stack is tight with the rifle butts on line and approximately 2 feet from the base line (fig. 99).

f. After necessary adjustments have been made, all three men come back to the position of attention (fig. 99).

g. Extra rifles are passed to the nearest stack on the right. As each rifle is passed, it is grasped at the upper part of the handguard with the right hand. Then, with the rifle held vertically, it is passed with fully extended arm to the right front. The man on the right grasps the rifle at the balance with his left hand, brings the rifle to the center of his body, and regrasps it at the upper part of the handguard with his right hand. This action continues until the stackman receives the rifle and places it on the stack with his right hand as nearly vertical as possible. He places the rifles on the stack with the slings away from the stack.

2–96 TO TAKE ARMS.—*a.* The squad in position, on line behind the stacks, takes arms at the command TAKE, ARMS.

b. At the command ARMS, the stackman passes each extra rifle towards its bearer. The rifles are handled in the manner described for

FIGURE 99—Continued

passing them to the stack (left hand at the balance, right hand at the upper part of the handguard). As the men receive their rifles, they resume the position of order arms.

c. After all extra rifles have been returned, the stackman grasps the base rifle, holding the loop open as in stack arms.

d. The men to the right and left of the stackman take one step to their left and right fronts, respectively. They reach down and grasp their rifles, bringing them to a horizontal position. They grasp them as shown in figure 99. The man to the right of the stackman frees his rifle from the stack first. Each man returns to order arms after retrieving his rifle. He does this by guiding and steadying the rifle with his left hand as in the next to last count of order arms (fig. 87).

e. The stackman adjusts the sling of his rifle before returning to order arms.

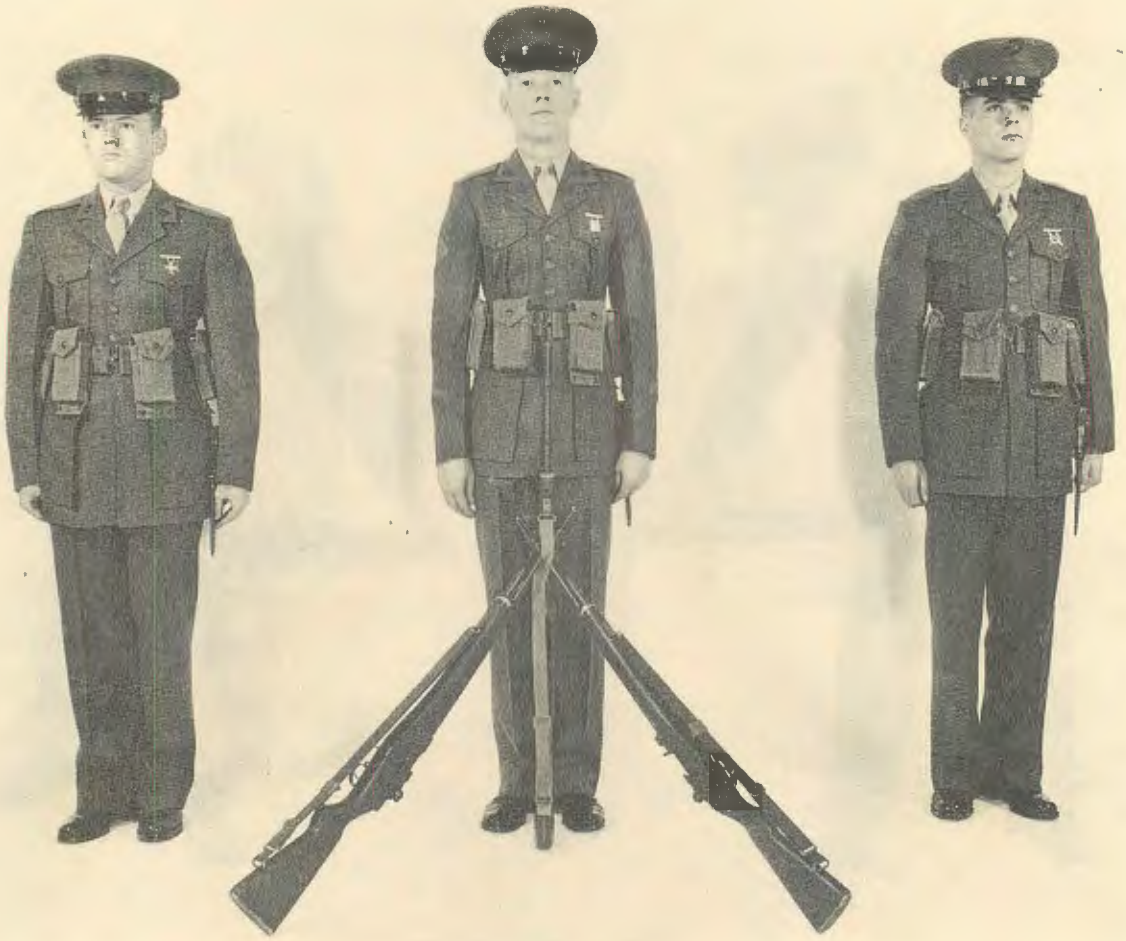

FIGURE 99—Continued

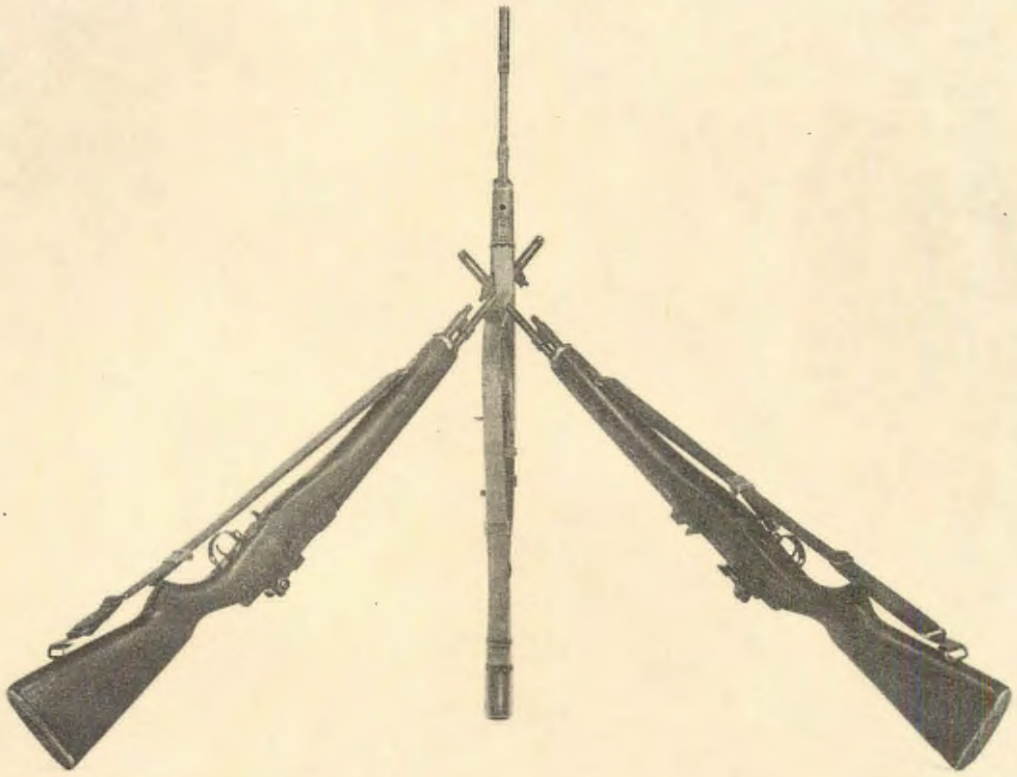

FIGURE 100.—Stack arms.

CHAPTER 3

CEREMONIES

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REST. Members of the escort execute parade rest and bow their heads.

(2) Pallbearers and other units execute parade rest and bow their heads on the escort commander's order.

(3) The body bearers remain in their positions, holding the national color so it will not touch the ground when the casket is lowered.

(4) The clergy conducts the commitment services.

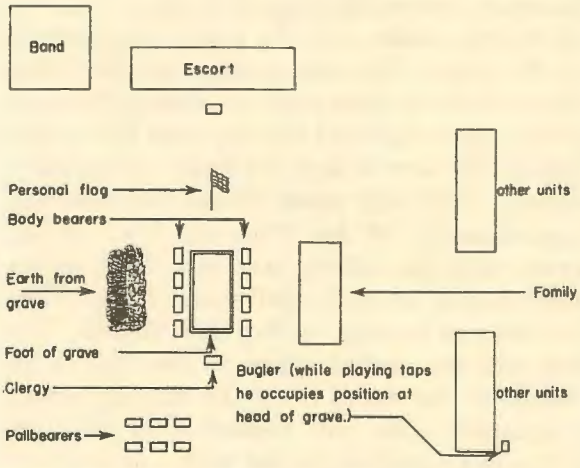

FIGURE 16.—A distribution of units at the grave.

e. After the commitment services:

(1) The escort commander orders ESCORT, ATTENTION. He then commands ESCORT LESS FIRING PARTY, PRESENT, ARMS; FIRING PARTY, FIRE THREE VOLLEYS. The noncommissioned (petty) officer in charge of the firing party then gives the commands (sec. XI) for the firing of volleys. When the escort is larger than one platoon, a platoon is designated as firing party; if less, a squad is so designated. The firing party fires three volleys, assumes the position of ready and remains so until *Taps* is completed.

(2) The pallbearers come to attention on the command of the escort commander and salute on his command for present arms.

(3) Other units are brought to attention and present arms at the same time as the escort.

(4) The clergy come to attention and, if in uniform, salute.

(5) The band leader comes to attention and salutes.

(6) The bearer of the personal flag of the deceased comes to attention and salutes. If necessary, he first steps aside to allow the field music to take his position for sounding *Taps*.

(7) The field music takes position at the head of the grave on the escort commander's order to present arms. He salutes, then sounds *Taps* immediately after the last volley. He salutes again, faces about and rejoins his unit.

f. After the last note of Taps.—(1) The escort commander orders the members of the firing party to lock their rifles, brings the entire escort to order arms, and, after the color has been folded by the body bearers, marches the escort and band to a suitable place for dismissal. The band does not play during the march from the grave. At the first halt, the rifles of the firing party are unloaded and inspected. If the escort and band continue in formation after leaving the cemetery, they remove all mourning and muffling from any colors that may be present. The band then plays march music.

(2) The pallbearers fall out and withdraw.

(3) The flag bearer folds the flag and rejoins his unit.

(4) The body bearers fold the national color, give it to the officer in charge of the ceremony, and march away.

(5) Other units march from the vicinity behind the escort.

3-37 MEMORIAL SERVICE HONORS.—*a. General.*—Upon the request of the next of kin memorial service honors will be held for naval personnel whose remains have been declared nonrecoverable.

b. The honor guard shall consist of the following:

	Full honors (officers only)	Honors (enlisted, officers if so requested)
Squad leader	1	
Squad	12	
Color guard	4	4
Field music	1	1
Officer in charge (representative of the naval district commandant or district marine officer)	1	1
Chaplain (if requested)	1	1
Color bearer	1	1
Total	21	8

c. Ceremony.—(1) The color bearer is present in the rear of the church or chapel before the arrival of the next of kin. At the exact time set for the services to begin (if next of kin has arrived), he carries the folded national color down the center aisle to the altar. He places it on the rostrum, where it remains throughout the ceremony, and retires to the wall on the left of the congregation. For the remainder of the services he stands at attention, facing inward, just in front of the first pew.

(2) The honor guard, with color guard on their left, forms outside the church or chapel exit which will be used by the next of kin as he leaves. They remain at ease outside the church or chapel during the services. When *Taps* is sounded, they come to attention.

(3) The field music takes position in the vestibule or other room separate from the congregation.

(4) If requested by the next of kin, the chaplain conducts the services. Otherwise the family minister or priest presides.

(5) At the conclusion of services, the field music sounds *Taps*.

(6) The chaplain presents the national color to the next of kin. If a family minister has officiated or the rank of the deceased requires, this duty is performed by the officer in charge.

(7) While presenting the flag, or, if he did not after the flag has been presented, the officer in charge pays his respects and offers the condolences of the Commandant of the Naval District or District Marine Officer.

(8) The chaplain speaks to the next of kin if he did not present the flag.

(9) The officer in charge escorts the next of kin from the church or chapel.

(10) The honor guard and color guard are called to attention by the squad leader (senior color bearer if squad is not present) upon the appearance of the next of kin. As the next of kin approaches to within 6 paces, the squad leader orders PRESENT, ARMS. The position of present arms is retained until the squad leader is directed to give order arms by the officer in charge. This will be after the next of kin has departed the vicinity.

(11) All participating personnel are dismissed.

3–37a CONDUCT OF FUNERALS WHEN MILITARY PERSONNEL ARE LIMITED.—When personnel are limited, military honors for funerals may be efficiently rendered by a detail of eight men and one field music. The firing squad will stack arms at the place from which volleys will be fired, which should be approximately 50 feet from the head of the grave. They then will return to the hearse and convey the body to the grave. After placing the casket over the grave, six members of the party will take position as the firing squad while the remaining two men will remain at the grave and hold the flag over the casket during the service and rendition of military honors. The field music should take position approximately 50 feet from the head of the grave until the volleys have been fired, at the conclusion of which he shall sound *Taps*. Then the two men holding the flag shall fold it. The flag will be handed either to the Marine in charge of the detail or to the military escort commander. He will present it to the next of kin in a dignified manner with a short statement, such as "This flag is offered by a grateful nation in memory of the faithful service performed by your (relationship)."

MARINE CORPS BIRTHDAY CEREMONY

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3–49 PROCEDURE AND GUIDE.—The following procedure is prescribed as a guide for the conduct of the Marine Corps Birthday Ceremony. It is outlined on the basis of a Marine Corps post commanded by a general officer. In posts where no general officer is present, and in enlisted men's messes, modifications may be made as necessary to meet local conditions. Rehearsals must be conducted to insure that the ceremony proceeds smoothly and precisely.

a. At a time selected for the commencement of the ceremony a field music sounds attention and the officer in charge requests guests to clear the center of the dance floor. The Adjutant takes post at the front of the cleared area. Drummers and trumpeters and other participants in the ceremony form at the main entrance to the ballroom. Escort draws swords. The Adjutant's sword remains in scabbard throughout the ceremony.

b. On signal from the officer in charge the doors to the ballroom are thrown open; the Adjutant commands "SOUND ADJUTANT'S CALL"; the field music sounds ADJUTANT'S CALL; drummers take up the beat at the last note and after a brief interval drummers and trumpeters march onto the dance floor playing the FOREIGN LEGION MARCH. Drummers and trumpeters march down a cleared lane to the far end of the dance floor, countermarch just in front of the Adjutant and, followed by him, march back to the main entrance; countermarch again and halt. Drummers and trumpeters then execute right and left step a sufficient distance to clear the entrance doorway. The adjutant moves behind the cake escort. The march is ceased upon the command of the drum major.

c. The band or orchestra commences playing SEMPER FIDELIS. Two colonels of escort enter ballroom together, march down the dance floor and when an appropriate distance from far end of ballroom, turn right and left in marching and take station on each side of cleared lane facing inboard. These are then followed by two lieutenant colonels, two majors, two captains, two first lieutenants, and two second lieutenants, each pair taking station at double arms interval, the two lines thus forming two long sides of a hollow rectangle. General officers, if present, or other ranking personnel, enter the ballroom in pairs by the main entrance, march down the line of escorts to the end of the ballroom, halt, face about and form a third side of rectangle, leaving two spaces vacant in the center of the lines. When all are in position the band or orchestra ceases playing.

d. The field music sounds ATTENTION. The commanding general and guest of honor, if one has been invited to participate, enter the ballroom together, march halfway down the line of escorts and halt. The senior colonel of the escort commands 1. PRESENT 2. ARMS. Officers of the escort salute, the band or drummers and trumpeters sound appropriate RUFFLES AND FLOURISHES and play the GENERAL'S MARCH. The senior colonel of the escort commands 1. ORDER 2. ARMS and the escort comes to the order. The commanding general and the guest of honor move to the end of the line of escort (without music), halt and face about, taking position in the center of the line of general officers.

e. The field music sounds ATTENTION. The color guard enters the ballroom, marches halfway down the line of escorts and halts, remaining at right shoulder arms. The senior colonel of the escort commands 1. PRESENT 2. ARMS. The escort and color guard salute, and the band or orchestra plays the NATIONAL ANTHEM. The senior colonel then commands 1. ORDER 2. ARMS. The escort

comes to the order and the color guard returns to right shoulder arms. The color guard then marches forward to the end of the line of escorts, wheels and marches back down the line of escorts to a position in front of the drummers and trumpeters; then executes a second wheel and halts. The color guard then executes left and right step, halting in front of the drummers and trumpeters.

f. The field music sounds ATTENTION. The band or orchestra plays THE MARINES' HYMN and the cake escorts (four second lieutenants) enter the ballroom. Between them they push a serving cart on which is placed the birthday cake and a Marine sword. The Adjutant follows the cake. The cake escorts slowly roll the cake down the line of escorts to a position in front of the commanding general. The cake escorts then sidestep one pace, halt and face inboard toward the cake. The band or orchestra ceases playing. The Adjutant faces about and reads the traditional Birthday Message. He then retires by marching the length of the ballroom.

g. The commanding general steps forward, gives a short talk on the significance of the Marine Corps Birthday and introduces the guest of honor, if one is present. The guest of honor then makes a few remarks. When the addresses are completed, the senior cake escort steps forward, takes the sword from the cake cart and passes it over his left forearm, grip forward, to the commanding general. The band or orchestra plays AULD LANG SYNE while the first slice of cake is being cut. The commanding general places the first slice of cake on a plate handed to him by one of the cake escorts, and passes the plate to the guest of honor. After tasting the cake, the guest of honor returns the plate to one of the escorts who places it on the serving cart. The commanding general then cuts and presents pieces of cake to the oldest Marine present and the youngest Marine present, in that order.

h. Upon completion of this part of the ceremony, the color guard, upon order of the color sergeant, closes by executing right and left step and comes to right shoulder arms. The color sergeant commands 1. FORWARD 2. MARCH and the band or orchestra commences playing SEMPER FIDELIS. The color guard then marches forward to the end of the line of escorts, wheels and marches between the line of escorts and out the entrance way. When the colors have cleared the dance floor, the commanding general with the guest of honor march forward between the line of escorts and out the entrance way. When they have cleared the entrance they are followed in a similar manner by the remainder of the general officers, marching out in pairs.

i. As the last general officer clears the ballroom, the cake escort steps forward, faces right and left, and rolls the cake serving cart forward to the line where the general officers were standing. The cake escort then faces about toward the entrance and remains in position until the conclusion of the ceremony, when members of the cake escort assist in passing the cake to the distinguished guests present.

j. Upon completion of the cake escort's movements, the two colonels come to carry swords, march forward to center line of the ballroom, face toward entrance door and march off the dance floor together through the entrance way. They are followed successively by the remainder of the escorts, the band or orchestra continuing to play until the last officers of the escort have cleared the dance floor. The band or orchestra ceases playing. The drummers and trumpeters close by sidestepping to the right and left, take up the beat, march the length of the dance floor, countermarch, and march back down the floor and out of the entrance way. As the last trumpeter clears the entrance way the doors are closed, thus concluding the ceremony.

3-50 VARIATION.—It is recognized that considerable variation must be made in this ceremony to conform with the configuration of the dance floor or in the absence of a band or field music. Examples are:

a. When the ceremony is conducted at posts where there is no general officer commanding, the senior line officer will follow the procedure outlined above for the commanding general. At such posts the escort will be formed from appropriate ranks present.

b. When the ceremony is conducted at noncommissioned officers' or other enlisted messes,

appropriate ranking noncommissioned officers will preside and form the escort.

c. Where the ballroom is of sufficient size, two officers or enlisted personnel of each rank will be assigned to the escort.

d. Where practicable the following uniform will be worn: officer, evening dress or blue dress; enlisted, blue dress.

e. The birthday cake will be covered with as many small candles as practicable. It will be mounted on a mess serving cart or similar conveyance covered with scarlet and gold bunting.

f. Where swords are not available, escort will execute hand salute at appropriate commands.

g. Guests may be cleared from center of ballroom by stretching white lines, supported by second lieutenants or noncommissioned officers moving from center line of dance floor toward either side to provide required space for ceremony.

SECTION XII

RELIEF AND APPOINTMENT OF THE SERGEANT MAJOR (LEADING CHIEF PETTY OFFICER)

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Continuation of the review	3–56	164d

3–51 GENERAL.—Ceremonies for relief and appointment of sergeants major in the Marine Corps shall be conducted as prescribed in this section. Ceremonies for relief and appointment of leading chief petty officers (chiefs of the boat, chief masters-at-arms, etc.) may be conducted by using all or portions of the procedures set forth herein. Commanding officers of Naval units are authorized to make such changes and substitutions in the ceremony as are required for a particular situation.

3–52 OCCASION.—*a.* When practicable, the ceremony set forth below will be held upon the relief of the old and appointment of a new sergeant major within units of battalion size or larger.

3–53 FORMATION.—*a.* The troops and reviewing party form and take position as prescribed for a review.

3–54 PRESENTATION OF COMMAND TO REVIEWING OFFICER.—*a.* As the reviewing officer approaches his post, the commanding officer of troops brings his command to attention as in a review.

b. When the reviewing officer has returned his salute, the commanding officer of troops faces about, and commands 1. ORDER 2. ARMS.

3–55 RELIEF AND APPOINTMENT.—*a.* The commanding officer of troops then commands SERGEANTS MAJOR, FRONT AND CENTER, MARCH.

b. The old sergeant major, in the staff of the commanding officer of troops, and the new sergeant major, behind the center company, march front and center individually. They take the most direct route to positions six paces front and center of the reviewing officer, the new to the left of the old at normal interval. As they march to this position, the band plays the MARINES' HYMN (ANCHORS AWEIGH).

c. The reviewing officer directs his adjutant (personnel officer) to publish the orders. The adjutant reads the orders of the old sergeant major, the orders of the new sergeant major, and then resumes his position on the staff.

d. When the adjutant has resumed his position, the old sergeant major marches to a position two paces in front of and facing the reviewing officer. He halts, salutes and reports, "Sir, Sergeant Major (last name) reports as the old sergeant major." The reviewing officer returns the salute and commands, "You are relieved." The old sergeant major terminates his salute and takes position immediately to the left of the reviewing officer at normal interval.

e. The new sergeant major then takes the position just vacated by the old sergeant major. He salutes and reports, "Sir, Sergeant Major (last name) reports as the new sergeant major." The reviewing officer returns the salute. The new sergeant major terminates his salute.

f. The reviewing officer then commands, "Take your post." The new sergeant major salutes. When his saulte is returned he faces about and marches, by the most direct route, to the post for sergeant major on the staff of the commanding officer of troops.

3–56 CONTINUATION OF THE REVIEW.—*a.* The ceremony then continues as for the review.

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UNITED STATES NAVY

1960

CHAPTER 3

CEREMONIES

CHAPTER 3

CEREMONIES

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SECTION I

GENERAL

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3–1 ARRANGEMENT OF UNITS IN FORMATION.—*a.* In ceremonies involving units of the Navy only, or of the Navy and the Marine Corps only, troop elements are formed as prescribed in chapter 2 and this chapter. Ceremonies conducted by Marine units only are governed by separate Marine Corps directives.

b. In ceremonies involving Marine Corps and Navy units, the Marine unit shall be on the right of the line or the head of the column. The senior line officer, regardless of service, functions as commander of troops.

c. In ceremonies involving other services, the order of formation from right to left or front to rear is governed by paragraph 3–17.

d. After troops are formed, subordinate commanders and their staffs face front. The commander of troops and his staff face the command.

3–2 STAFF SALUTES.—Members of staffs of the commander of troops salute, with the commander, on his separate command to the staff, at the following times: when passing in review, when rendering honors, when passing or being passed by the national color, while the *National Anthem*, *To the Color*, *Retreat* or *Hail to the Chief* is played, and at any other time the troops are brought to present arms.

3–3 PLACE OF FORMATION.—*a.* At *Assembly*, companies are formed and inspected on their designated parades.

b. At *Adjutant's Call*, except for ceremonies which involve a single battalion, each battalion will be formed on its own parade. Reports are received and the battalion is presented to its commander. At the second sounding of *Adjutant's Call*, the regiment is formed on the regimental parade.

3–4 MODIFICATION OF FORMATION.—Formations for ceremonies may be modified by commanding officers only when the nature of the ground or exceptional circumstances require such changes.

3–5 ADMINISTRATIVE DETAILS.—The organization, uniform, arms and equipment of units participating in ceremonies, along with any other necessary administrative information, is prescribed by the commander of troops, or may be prescribed by unit standing operating procedure to preclude the necessity of frequent repetition in individual ceremony orders.

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SECTION II

REVIEWS

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3–6 ELEMENTS OF A REVIEW.—A review consists of four parts:

a. Formation of troops.

b. Presentation and honors.

c. Inspection (trooping the line).

d. March in review.

3–7 COMMANDER OF TROOPS.—The senior officer taking part in a ceremony is designated commander of troops. He is responsible for the formation, presentation, and march in review. When a commander reviews his own troops, he designates another officer as commander of troops. When the review is given for an important visitor or senior commander, the local commander designates another officer so he may accompany the visitor or senior during the review.

3–8 PREPARATIONS.—The line on which troops are to form and along which they are to march is marked out or otherwise designated by the adjutant of the unit. The post of the reviewing officer, opposite the center of the line of troops, is marked with a flag. Figure 1 depicts the minimum marking for a review. Additional flat markers may be used to designate the subordinate unit commanders' posts, unit guide posts, and turning points for approaching the line of troops.

3–9 TROOP FORMATIONS.—*a.* Any of the formations prescribed for the battalion or regiment in chapter 2 may be used (fig. 2). Such formations may be modified only when necessary because of space available or other exceptional circumstances. The initial formation depends on the formation in which the troops are to pass in review. All squad columns should conform in their attitude to the line of troops.

b. Arrangements should be made to provide for forming normal march columns after passing in review. An area should be designated where this can be accomplished without blocking the line of march of units which have not yet passed in review.

3–10 FORMING FOR THE REVIEW.—*a.* Battalions and regiments are formed on the line of troops as prescribed in chapter 2, sections VII and VIII. In reviews involving two or more arms or types of organizations, troops are arranged as directed by the troop commander. The following order, from right to left on line, may be used as a guide: infantry troops, artillery, tanks, motorized and service units. In each category the units are arranged in order of the seniority of their commanders, the senior on the right.

b. Troops move to position in the most convenient manner. In large reviews, the commanding officer of troops prescribes the routes of march, departure and arrival times. If the frontage of units has been measured and marked they may arrive in any convenient order and occupy their places on line. If this is not done, units must form successively from the right. Because of time consumption involved in the latter method, the former is preferred.

c. (1) When all units are formed and alined, the adjutant, from his position on the right of the line, commands GUIDES, POSTS. He then proceeds, by the most direct route, to a point midway between the line of troops and the post of the commander of troops, from which position he presents the command to the commanding officer as described in paragraph (2) below. To receive the presentation, the commander of troops and his staff take position midway between the line of the next lower echelon

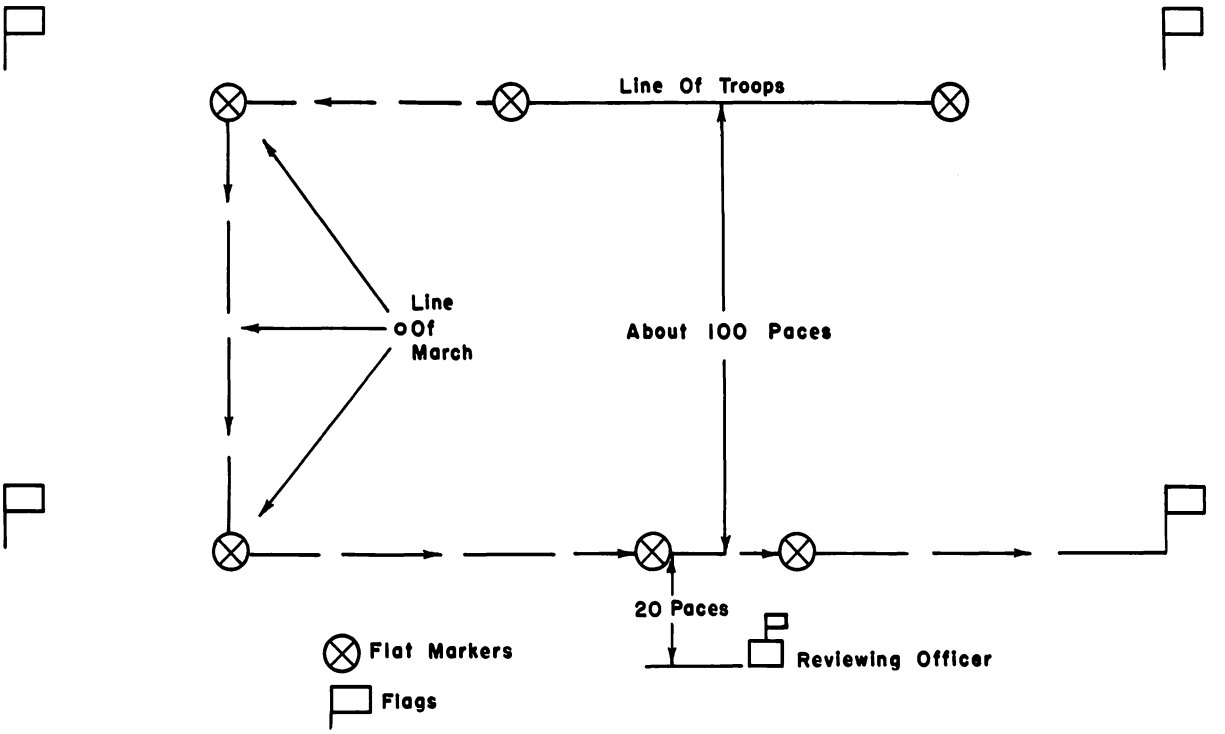

FIGURE 1.—Field marking in preparation for a review.

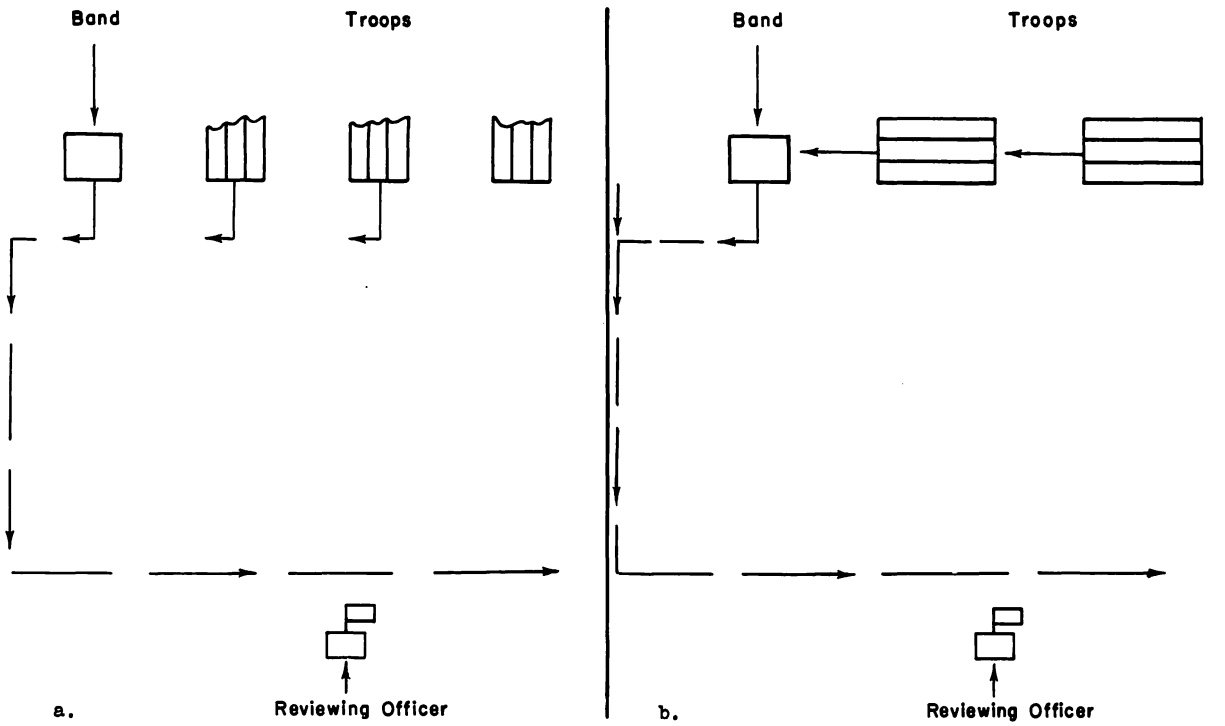

FIGURE 2.—Troop formations.

commanders and the post of the reviewing officer.

(2) If the formation consists of one battalion, it presents arms at the command of the adjutant. If it consists of a regiment, the adjutant orders the battalion commanders to have their units present arms. To accomplish this, the adjutant uses the same order—PRESENT, ARMS—but in a manner and voice which does not demand execution by the troops. Battalion commanders then successively, beginning with the center or right center unit and working simultaneously outboard, bring their commands to present arms. They and their staffs then face the commander of troops and present arms. In formations consisting of two or more regiments, the regimental commander repeats the command of the adjutant. Battalion commanders then bring their units to present arms as described above.

(3) When all troops have presented arms, the adjutant faces the commander of troops, salutes the states, "Sir, the parade is formed." The commander returns the salute and directs the adjutant, "Take your post, sir." The adjutant marches by the most direct route and by the commander of troop's right to his position within the staff. When the adjutant is in position, the commander draws sword (if so armed), bring the command to order arms, and commands REST or AT EASE. He then, except for a review at evening colors, faces the post of the reviewing officer.

d. (1) For a review at evening colors, the troops must be formed in sufficient time prior to sunset to allow the commander of troops to bring them to present arms and command, SOUND RETREAT (or give a prearranged signal to the band or field musics) at the correct time for Colors. The bugles sound *Retreat* and the band plays the *National Anthem* immediately afterwards. The flag is lowered during the playing of the *National Anthem.*

(2) The commander of troops continues to face the troops. He salutes at the first note of the *National Anthem.* After the last note, he terminates the salute, faces the reviewing ing officer and salutes him. The reviewing officer returns the salute. The commander of troops then faces the troops, brings them to order arms and the ceremony begins.

3–11 REVIEWING PARTY.—*a.* After the troops have formed on line and have been presented to the commander of troops, the reviewing officer, with his staff, moves to his post to receive the review.

b. The local commander, distinguished civilians, officer and enlisted staff take position at their posts (fig. 3) facing the troops. The officer who is senior, with his staff, will take position on the right.

c. An officer from the local commander's staff is designated to escort distinguished civilians to their positions. If a civilian is to receive the review, he takes his position on the right of the local commander. If necessary, he is given an explanation of the ceremony by his escort or the local commander.

3–12 CEREMONY FOR A REVIEW.—*a. Presentation and honors.*—(1) As the reviewing officer approaches his post, the commander of troops brings his command to attention. When the unit is larger than a battalion, this is executed by subordinate commanders in the same manner and order as prescribed for present arms in paragraph 3–10 *c* (2) above.

(2) When the reviewing officer is in position, the commander of troops directs his command to present arms in the same manner as does the adjutant in paragraph 3–10 *c.* (2). When all units have presented arms, he faces the reviewing officer and salutes. His staff salutes with him.

(3) If his rank so entitles him, honors to the reviewing officer are then rendered (U. S. Navy Regulations). The band (a designated band near the center of the command if more than one band is present) or field music sounds the honors upon the salute of the commander of troops. When the honors are completed, the commander of troops terminates his salute (his staff with him) and brings his troops to order arms. If the formation consists of more than one battalion, he orders AT EASE.

(4) When artillery is present in the formation, or if saluting guns are available, and when the commanding officer deems it practicable, a salute may be fired. The first gun is fired following the last note of the honors. The firing detachment rejoins its unit after firing the last gun. For those entitled to a gun salute, this

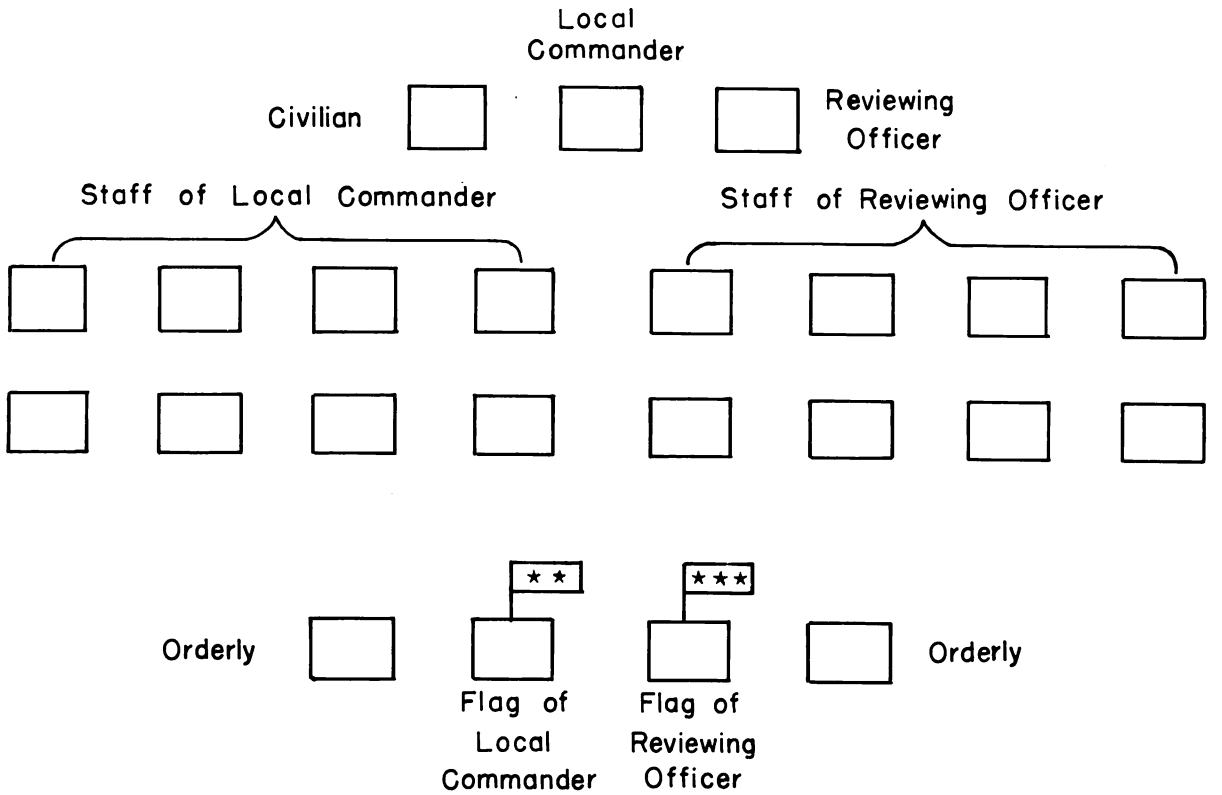

FIGURE 3.—Reviewing party.

honor may be rendered in addition to the salute described in United States Navy Regulations. It should be limited to special ceremonial occasions.

(5) When the grade of the reviewing officer entitles him to the honor, each organizational color salutes with its command.

(6) The reviewing officer, his staff, and all military spectators in uniform and covered salute at the first note of the music. They hold their salutes until the music and gun salute are completed.

b. Inspection.—(1) After the honors, the reviewing officer and his staff move toward the commander of troops. They halt six paces from him. The two exchange salutes (staffs do not). The commander of troops then conducts the reviewing party around the formation. Beginning with the unit on the right of the line, they pass along the front of the line of troops to the left. In large reviews, the reviewing party passes between the line of regimental staffs and battalion commanders. They then pass around the rear of the troops. The reviewing officer may direct his staff, or any part of it, to remain at the troop commander's or his own post while he troops the line. When trooping the line, the local commander and the commander of troops remain on the side of the reviewing officer which is away from the troops. All accompanying staff members follow their respective commanders in single file. If the inspection is to be made in vehicles, the reviewing party embarks at the post of the reviewing officer. One seat in each car, on the side which will be away from the troops during the inspection, is left vacant. The cars then move to the post of the commander of troops. Upon their arrival at his post, the commander of troops exchanges salutes with the reviewing officer and occupies the vacant seat in the reviewing officer's car. His staff occupies the remaining seats in the other cars. Orderlies and flags remain at their posts.

(2) The reviewing officer makes whatever general inspection of the command he may desire. A detailed inspection is not part of the ceremony of review.

(3) The organizational band plays while the reviewing officer is passing around the troops.

(4) If the formation is standing at ease, each massed unit is brought to attention and given eyes right by its commander upon the approach of the reviewing officer. As the reviewing officer passes to his front, each man turns his head and eyes to the left, following the reviewing officer, until he is looking straight to the front. Each then stops the movement of his head and eyes and remains at attention. After the reviewing officer has passed each massed unit, its commander gives his troops at ease. They remain at ease until the reviewing officer approaches the rear of the unit, at which time it is brought to attention and kept so until the reviewing party has passed. While the reviewing party is passing the front of a massed unit, its commander salutes; other officers do not. Except for the commander, personnel armed with the sword remain at order sword. The reviewing party salutes the national color(s) when passing the front of the formation, but not when passing the rear. The color guard(s) executes eyes right when the reviewing officer passes the front of the formation in the same manner as other units, from order color. While the reviewing party is passing the rear of a massed unit, after the commander has called the unit to attention, he faces the original front of his unit until the party has passed.

(5) Upon arriving at the right of the band after passing around the line of troops, the commander of troops halts and salutes. The reviewing officer and his staff return to their original posts. After the reviewing officer has passed him, the commander of troops, with his staff, returns to his post and faces the reviewing officer. If the reviewing party has inspected in vehicles, the first stop is made at the post of the commander of troops. Here, the commander of troops and his staff dismount. The troop commander exchanges salutes with the reviewing officer (staff members do not). He and his staff then take their posts and the reviewing officer returns to his.

(6) If decorations are to be presented, that ceremony (sec. III, par. 3–13) is carried out after the reviewing officer and the commander of troops have returned to their posts.

c. The march in review.—(1) When the reviewing officer and his staff have resumed their posts, the commander of troops faces his command and orders PASS IN REVIEW. On this command, the band changes direction to that of the line of march and halts.

(2) When the band has halted, the commander of the next massed unit or company to the left gives the command to put his troops in motion along the line of march. The band also moves out upon his command of execution. Only voice commands will be used.

(3) Other units move out in succession and follow at the prescribed distance.

(4) The band and each massed unit or company change direction to follow the line of march without command from the commander of troops. Each turning point should have been previously marked as described in section II, paragraph 3–8. Commanders of units consisting of more than one mass formation move into position at the heads of their units after the first change of direction in the line of march.

(5) The commander of troops moves into position at the head of the column after the second change of direction.

(6) The commander of troops and each battalion and regimental commander, with their staffs, salute and execute eyes right when 6 paces from the nearest member of the reviewing party. They hold their salutes and eyes right positions until 6 paces beyond the reviewing party. The senior company commander in each massed battalion and commanders of massed companies command EYES, RIGHT when 6 paces from the nearest member of the reviewing party. All officers, except those armed with the sword in the interior of a formation (other persons to the front and sides) salute. Chapter 2 describes the salutes for men and officers according to their arms. The salute and eyes right position is held until the massed unit is 6 paces past the reviewing party.

(7) The band (each band if more than one is present) executes column left when it has passed the reviewing stand. It then executes a second and third column left so it will end up in front of and facing the reviewing officer at least 12 paces from the left flank of the marching troops. It continues to play until its organization has passed. It then stops playing and follows the last unit of its organization

from the parade. The band of a following unit begins playing as soon as the preceding band has ceased playing to follow its unit from the field. In large reviews bands may alternate playing in order to rest the musicians. Another alternative is to mass bands and post them as one.

(8) The band leader and the drum major execute and terminate their salutes at the same times prescribed for other commanders.

(9) If the reviewing officer is entitled to a regimental color salute, the color salutes and terminates the salute at the same times prescribed for the commanders of massed units.

(10) After the last turning movement, while marching in review, the guide is toward the flank on which the reviewing officer is posted.

(11) After saluting the reviewing officer while marching in review, the commander of troops, followed by his staff, turns out of column and takes position on line with and to the right of the reviewing officer. If armed with the sword, he returns sword. The staff takes post in corresponding position beside the staff of the reviewing officer. They return sword with their commander. When the rear element of his command has passed, the commander of troops faces the reviewing officer and renders a hand salute. When the salute has been returned, he and the staff execute carry sword and follow their command from the field. If the commander of troops and his staff are in vehicles, the vehicles are parked on the side of the reviewing officer toward the direction of march and in rear of the lines occupied by the reviewing officer and his staff.

(12) All individuals in the reviewing stand salute the national color as it passes. When trooping the line, all members of the reviewing party salute the national color as they pass to its front.

(13) The reviewing officer returns the salutes of all commanders down to and including battalion commanders as they pass to his front while marching in review. Members of his staff do not return such salutes.

(14) In major ceremonies involving the passing in review of many units over a long period of time, the reviewing officer may dispense with the saluting of unit commanders.

SECTION III

PRESENTATION OF DECORATIONS

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3–13 PRESENTATION OF DECORATIONS.—*a.* Reviews, when practicable, are held on the following occasions:

(1) The presentation of United States decorations.

(2) The decoration of organizational colors.

(3) The presentation of a foreign decoration.

b. After the reviewing officer has inspected the troops and resumed his post, the commanding officer of troops, from his post, commands PERSONS TO BE DECORATED AND ALL COLORS, CENTER, MARCH. On MARCH, persons to be decorated and all colors move by the most direct route to the following posts:

(1) Persons to be decorated form a single rank in the center of the command, 10 paces in front of the line of company commanders. They form according to the rank of the decoration to be conferred, the highest ranking decoration on the right. Those to receive similar decorations take position by seniority within each decoration group.

(2) Colors to be decorated form in a single rank 5 paces in front of the center of the line of persons to be decorated. The color to receive the highest decoration is on the right, the remainder to the left according to the rank of decorations to be conferred.

(3) All other colors with color guards form in a single rank 5 paces behind the center of the line of persons to be decorated. Each color is in the same relative position as its parent organization within the formation for review.

(4) The troop commander's staff under the command of the senior staff officer, executes right face, moves to the right a sufficient distance to allow clearance for the colors and persons to be decorated, then halts and executes left face. The commander of troops takes position 5 paces in front of the leading element of the group to be decorated. He executes an about face and commands over his shoulder FORWARD, MARCH. Upon his command the entire group marches forward and the band begins playing. The guide is center in all ranks. After the detachment has passed, the staff returns to its original position. When he has reached a point 10 paces from the reviewing officer, the commander of troops halts the group to be decorated by the command DETACHMENT, HALT. The band stops playing as the detachment halts. The troop commander then salutes the reviewing officer and reports, "Sir, the persons (and/or colors) to be decorated are present." The reviewing officer returns the salute and orders "Present the command, sir." The commander of troops returns to his post by the most direct route around the right flank of the persons and colors to be decorated. On reaching his post, he commands PRESENT, ARMS, faces about and salutes. The band plays the *National Anthem*. If only a field music is present, he sounds *To The Color*. On completion of the music, the commander of troops brings the command to order arms. The persons to be decorated begin and end their salutes on the order of the commander.

c. A designated staff officer reads the orders and citations of the awards to be presented. In ceremonies involving many individuals, the commanding officer may direct that such portions of orders and citations deemed appropriate be read. After the reading of all citations, the reviewing officer, accompanied by designated necessary staff personnel, advances to the colors to be decorated. He attaches the appropriate streamer to each color, then moves to the person to be decorated with the highest award. He attaches the appropriate decoration to the uniform over the left breast and shakes the hand of each person. Immediately after shaking hands, the person decorated salutes the

reviewing officer. He returns it before proceeding to the next person to be decorated.

d. He then resumes his post. The persons decorated, at the command of the senior, form line at normal interval on the left of the local commander, or as otherwise directed. The colors return to their posts by the most direct route. When the colors have taken their posts, the reviewing officer directs the commander of troops to march the command in review.

e. The march in review is conducted in accordance with paragraph 3–12*c*.

SECTION IV

PARADES

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3–14 BATTALION OR REGIMENTAL PARADE.—*a.* The parade is executed in the same manner as the review, but the appearance and movement of troops in formation are the primary considerations. For this reason, troops usually form without heavy weapons or transportation. All companies form as and execute the movements prescribed for foot troops. Small detachments are attached to larger units. The march to the initial formation is made with music whenever possible.

b. At evening parade, Evening Colors precedes the presentation of the troops to the reviewing officer.

c. The presentation of decorations or escort of the national color may be included after the troops have been presented to the reviewing officer.

d. The reviewing officer's inspection of troops is omitted.

e. The ceremonial parades described in paragraphs 3–15 and 3–16 are for use at the option of local commanders in lieu of the ceremony described above.

3–15 BATTALION CEREMONIAL PARADE.—*a.* The parade field is marked as prescribed for reviews (fig. 1).

b. The battalion commander takes post in the same position as does the reviewing officer for a review (fig. 1).

c. At *Adjutant's Call,* the troops are formed in line with companies in line, or in line with companies in mass (or extended mass) formation as for a review.

d. After the battalion has been formed on line and the guides have taken their posts, the adjutant takes position halfway between the battalion commander and the troops. He commands PARADE, REST. After its execution he commands SOUND OFF. The adjutant, the battalion commander and the remainder of the staff remain at attention during the playing of *Sound Off* and while the band troops the line (and while *Retreat* is played at an evening parade).

e. At the command SOUND OFF, the band plays the *Sound Off* in place. After the completion of *Sound Off,* the band plays and moves forward simultaneously with the first bar of the march. It executes a column left in time to pass across the front of the troop line midway between the adjutant and the line of company commanders. When the band has passed the left of the troop line, it countermarches and returns over the same ground to the right of the line. After it passes the right of the troops, it executes column right. When the entire band has passed beyond the front line of troops, it countermarches and halts in its original position. The band stops playing the march at the next ending, and then repeats *Sound Off.* At an evening parade, *Retreat* is then sounded by the field music.

f. (1) If not an evening parade, immediately after *Sound Off* at the conclusion of the march by the band, the adjutant commands BATTALION, ATTENTION, and then PRESENT, ARMS. He faces about, salutes the battalion commander and reports, "Sir, the parade is formed." The battalion commander returns the salute, directs the adjutant, "Take your post, sir," and draws sword if so armed. The adjutant marches to his post, one and a half paces to the rear and one pace to the right of the battalion commander, by the most direct route which will take him around the commander's right flank.

(2) At an evening parade, immediately after the conclusion of *Retreat,* the adjutant commands BATTALION, ATTENTION and then PRESENT, ARMS. He continues facing the

troops and salutes. Upon his salute, the band plays the *National Anthem* and the flag is lowered. The ceremony, to this point, must be timed so this portion will occur at sunset. At the completion of the anthem, with the troops still at present arms, the adjutant terminates his salute, faces about and reports to the battalion commander, "Sir, the parade is formed." He and the battalion commander continue as described in paragraph *f* (1) above.

g. The battalion commander then commands ORDER, ARMS. Following this he orders such movements of the manual of arms as he may desire. The color guard and guidon bearers will remain at the order during the manual of arms. Sword carriers will go to the carry.

h. (1) The battalion commander then directs the adjutant, "Receive the report, sir." The adjutant, passing the battalion commander's right, marches to his post, halfway between the troops and the commander, from where he commands REPORT.

(2) On REPORT, the company commanders, in succession from right to left, salute and report, "_____ company, all present or accounted for" or "_____ company, _____ men and/or officers absent." The adjutant returns each salute after the report is completed. If armed with the sword, he returns to carry sword after each salute.

(3) The adjutant then faces the battalion commander, salutes and reports, "Sir, all present or accounted for," or states the number of persons absent.

i. The battalion commander salutes and directs the adjutant, "Publish the orders, sir." The adjutant faces the troops and commands ATTENTION TO ORDERS. He publishes the orders and then commands OFFICERS, CENTER, MARCH. He faces about and marches to his post behind the battalion commander.

j. (1) On the command OFFICERS, all company officers execute carry sword (if so armed), and all guidon bearers execute carry guidon.

(2) On CENTER, when companies are in line, all company commanders, platoon commanders, and guidon bearers face the center of the battalion formation. When companies are in mass, company commanders and guidon bearers face center; platoon commanders take one pace forward and face center. In both cases extra officers and company executive officers move around the company flank nearest center and take post in the column formed by the platoon commanders.

(3) On MARCH, the band plays, officers and guidon bearers close to the center at close interval, halt and individually face the battalion commander. Company commanders, when closing to the center, must oblique slightly forward in order to close on a line 4 paces in front of that formed by the guidon bearers. Guidon bearers close on their own line and take position behind their respective company commanders. All other officers close on the line of platoon commanders.

(4) After all officers and guidon bearers have closed and faced forward, the senior commands FORWARD, MARCH. As they advance, the center officer of the leading rank is the guide. He guides toward the battalion commander. The group is halted 6 paces from the battalion commander by the senior officer. Officers not armed with the sword hesitate for one count after the command HALT and execute the hand salute. If armed with the sword they execute present sword as prescribed in par. 2–17 *l*. Guidon bearers execute present guidon as prescribed in par. 2–18 *f*. (5). All members of the party should be at salute on the fourth count after the command HALT. The battalion commander, if the officers are armed with the sword, orders CARRY, SWORDS. On CARRY, the guidon bearers execute the first movement to carry guidon and the officers execute order sword. On SWORDS, guidon bearers complete carry guidon and the officers execute carry sword. If the officers are not armed with the sword, the battalion commander orders READY, TWO. On READY, guidon bearers execute the first movement to carry guidon. On TWO, guidon bearers complete carry guidon and the officers terminate their hand salutes. The battalion commander returns the salute. He terminates it on the same command which terminates those of the officers' party. Staff members do not salute at this time. The battalion commander then gives whatever instructions to the officers he deems necessary.

k. (1) The battalion commander then commands POSTS, MARCH.

(2) On POSTS, all officers and guidon bearers face about.

(3) On MARCH, they step off. The center officer is the guide as before. He guides toward the center of the battalion formation.

(4) The senior officer commands OFFICERS, HALT in time to halt the detachment when the leading rank is six paces from the companies if in line, 3 paces from the companies if in mass formation. He then commands POSTS, MARCH.

(*a*) On POSTS, officers and guidon bearers face in the direction of their companies.

(*b*) On MARCH, officers step off in succession at 4 pace intervals, resume their posts and execute order sword if so armed. Guidon bearers step off with their company commanders, resume their posts and execute order guidon. The band stops playing when the last officer has resumed his post. During the execution of officers center and officers post, except when saluting, the battalion commander remains at carry sword if so armed.

l. The battalion commander then orders PASS IN REVIEW and returns sword.

m. The battalion marches in review as prescribed in paragraph 3–12*c*.

n. The band continues to play while the companies are in march. After passing in review, companies are marched to their respective parades and dismissed.

3–16 REGIMENTAL CEREMONIAL PARADE.—The regiment is ordinarily formed in line of companies, with companies in mass formation. The parade proceeds as for the battalion with the following exceptions:

a. "Regimental commander" is substituted for "battalion commander" and "regiment" for "battalion" in the description.

b. In trooping the line, after *Sound Off*, the band passes midway between the adjutant and the line of battalion commanders.

c. The battalions execute present arms, order arms, parade rest, attention and other movements of the manual of arms on the command of their respective battalion commanders, starting with the center or right center battalion and continuing simultaneously toward each flank. Reports are made by battalion rather than company commanders.

d. At officers center, battalion commanders and their staffs close center on the original line of battalion commanders. Company commanders oblique forward to close on a line 4 paces behind the line of battalion staffs. Guidon bearers oblique forward to close on a line 4 paces behind the line of company commanders. The platoon commanders' line obliques forward to close 4 paces behind the guidon bearers.

e. The officers and guidon bearers are returned to their posts and the regiment marches in review as in a battalion parade.

3–17 STREET PARADES.—*a*. (1) Street parades are commanded by a person designated as Grand Marshal. He appoints a chief of staff and aides, and issues an order concerning formation, movement, and dismissal of the parade. This order includes:

(*a*) The names of his staff officers and when and where they are to report to him.

(*b*) The assignment of organizations and their order in brigades and divisions, and the names and assignment of brigade commanders and marshals of divisions.

(*c*) The streets upon which the brigades and divisions are to form, the direction their lines or columns face, where the right or head of columns rest, and the width of the fronts of the subdivisions in column.

(*d*) The times for each division to complete its forming and be ready to march.

(*e*) The time and place at and from which the head of the parade will move, the line of march, and the direction of guide.

(*f*) Honors to be paid during the march.

(*g*) Instructions for the dismissal of the parade.

(*h*) Instructions regarding uniform and equipment.

(2) The Grand Marshal may review the parade at some point beyond the reviewing stand before its dismissal.

b. The order of precedence in street parades is as follows:

(1) Cadets, United States Military Academy.

(2) Midshipmen, United States Naval Academy.

(3) Cadets, United States Air Force Academy.

(4) Cadets, United States Coast Guard Academy.

(5) United States Army.

(6) United States Marine Corps.

(7) United States Navy.

(8) United States Air Force.

(9) United States Coast Guard.

(10) Army National Guard of the United States.

(11) Army Reserve.

(12) Marine Corps Reserve.

(13) Naval Reserve.

(14) Air National Guard of the United States.

(15) Air Force Reserve.

(16) Coast Guard Reserve.

(17) Other training organizations of the Army, Marine Corps, Navy, Air Force, and Coast Guard in that order, respectively.

(18) During any period when the United States Coast Guard shall operate as part of the United States Navy, the Cadets, U. S. Coast Guard Academy, the United States Coast Guard, and the Coast Guard Reserve shall take precedence, respectively, next after the Midshipmen, United States Naval Academy, the United States Navy, and the Naval Reserve.

(19) Veterans and patriotic organizations in the order prescribed by the Grand Marshal.

(20) When foreign troops are invited to participate in parades within the territorial jurisdiction of the United States, they will be assigned a position of honor ahead of United States troops, and next after the Grand Marshal and his staff. A small detachment of United States troops will immediately precede the foreign troops as a guard of honor.

(21) When troops of two or more foreign nations participate, the order of precedence among them will be determined, except for the provisions of paragraph (20) above, by the Grand Marshal in accordance with one of the following methods, whichever he deems appropriate:

(*a*) The relative ranks of the commanders of the forces from which the parade detachments are drawn.

(*b*) The relative ranks of the commanders of the parade detachments.

(*c*) The alphabetical order in the English language of the names of the nationals concerned.

(22) This order of preference is not restricted exclusively to street parades, but is applicable to any formation in which members of the Armed Forces of the United States participate.

c. (1) The Grand Marshal marches at the head of the parade. His staff, chief of staff on the right, marches one and one-half paces to his rear in one or more ranks. The Grand Marshal is usually preceded by mounted police and a platoon of dismounted police who clear the way. The marshal of the first division marches twenty-four paces in rear of the staff of the Grand Marshal.

(2) Odd-numbered divisions are usually formed in streets to the right of the line of march, the first division nearest the starting point. Even-numbered divisions are similarly formed on streets to the left of the line of march. Among formations which may be used for street parades are columns of threes (or fours) abreast; and mass formation. Transportation marches in single columns or column of twos, threes, or fours, depending upon the width of the street.

(3) In long parades rifles may be carried at sling arms with fixed bayonets.

3–18 CHANGE OF COMMAND CEREMONY.—*a*. During a change of command ceremony the executive officer of the battalion (regiment) will act as battalion (regimental) commander so the outgoing commanding officer may participate in the ceremony with the incoming commanding officer.

b. The ceremony proceeds in the same manner as the battalion (regimental) ceremonial parade up to the point where the commanding officer directs the adjutant, "Publish the orders, sir" (par. 3–15*i*).

c. The adjutant then faces the troops and commands ATTENTION TO ORDERS. He publishes pertinent excerpts from the outgoing commander's orders, followed by pertinent excerpts from the incoming commander's orders. Upon completion, he commands OFFICERS, CENTER, MARCH. The ceremony continues as described for the ceremonial parade until the officers have returned to their posts from officers center (par. 3–15*k*).

d. The outgoing and incoming commanding officers then take position in the reviewing stand. If the outgoing commanding officer is entitled to musical honors, they will be rendered at this point. When both have taken their proper positions, the battalion

(regimental) commander directs the adjutant, "Deliver the color to the commanding officer." The adjutant returns sword, if so armed, takes the most direct route to a position 4 paces in front of the color guard, salutes, and takes the organizational color from the junior color bearer. Carrying the color as nearly in the position of carry color as he can without a sling, he marches by the most direct route to a position two paces in front of the outgoing commanding officer.

e. The commanding officer of troops commands PRESENT, ARMS. On this order, the entire parade executes present arms, and the adjutant transfers the color to the outgoing commanding officer. The outgoing commanding officer passes the color to the incoming commanding officer. The adjutant salutes as the color is passing from one to the other. The passing of the color signifies the transfer of command. The new commanding officer then passes the color back to the adjutant, at which time the commanding officer of troops orders ORDER, ARMS. The old and new commanding officers face each other and exchange salutes. The adjutant then returns the color to the color guard, by the most direct route, salutes the colors, resumes his post behind the commanding officer of troops, and draws sword. If the new commanding officer is entitled to musical honors, they will be rendered at this time.

f. The ceremony then continues as set forth in paragraph 3–15 *l.*

SECTION V

NATIONAL AND ORGANIZATIONAL FLAGS

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3–19 GENERAL.—*a.* When flown from ships or craft of the Navy or from a flagstaff at commands ashore, the national flag will be displayed in accordance with the provisions of chapter 21, U. S. Navy Regulations. The national flag is also called the "national ensign" or "ensign."

b. Naval landing party battalions and certain designated Marine organizations, including divisions, regiments and battalions, are equipped with a national flag and an organizational flag.

c. When mounted on a staff (pike) and carried by an individual on foot, or displayed or cased in a fixed location, the national flag is called the "national color" and the organizational flag is called the "organizational color." The term "color" means the national color only. The term "colors" means both the national color and the organizational color.

d. When mounted on a vehicle, the national flag is called the "national standard" and the organizational flag is called the "organizational standard". The term "standard" means the national standard only. The term "standards" means both the national standard and the organizational standard.

e. In garrison or on board ship the colors of an organization, when not in use, are kept by the commanding officer. Whenever practicable, colors should be kept uncased and displayed in the office of the commanding officer, or other appropriate place. They may be cased, however, by placing them within a protective covering and in such case, are kept in his office. Colors which are kept cased and not used often should be unfurled and aired frequently.

f. The colors (standards) may be carried in any formation in which two or more companies participate, and in escorts and honor guards when ordered. Unless otherwise directed for special ceremonies, the national color will always be carried with the organizational color, but the national color may be carried alone.

g. In regimental formations only the colors (standards) of the regiment will be carried. When two or more separate battalions are formed as a regiment, only the colors (standards) of one battalion will be carried for the regiment.

h. In battalion formations, the colors (standards) will be posted with a designated color company and in regimental formations with a designated color company or color battalion. For the position of the color company within the battalion formation, see chapter 2, section VII. For the position of the color company or battalion within the regimental formation, see chapter 2, section VIII. For the position of standards within a formation, see FM 22–5. In any formation involving two or more organizations which could carry colors (standards) in that formation, the number of colors (standards) to be carried and their position within the formation will be prescribed by the formation commander.

i. When the formation is broken up, the colors (standards) join the organization commander (or respective organization commanders, if more than one organization in the formation is carrying colors) or are dismissed.

j. When the organizational color is draped in mourning, the mourning shall consist of a black crepe streamer 7 feet long and about 12 inches wide. A bow knot, the loops of which are 6 inches long, is tied in the center. The streamer is attached by this knot to the upper ferrule, just below the spearhead.

k. Colors remain at order color during the manual of arms. Standards remain mounted with the staff vertical.

l. Colors (standards) are never allowed to touch the deck.

3–20 SALUTES.—*a. By the national color (standard).*—The national color (standard) renders no salute.

b. By the organizational color.—In military ceremonies the organizational color salutes while the *National Anthem, To the Color* or *Retreat* (played in lieu of the *National Anthem* in the absence of a band), or *Hail to the Chief* is being played, and when rendering honors to the organizational commander or individual of higher rank, but in no other case. When marching, this salute is rendered when 6 paces from the reviewing stand or person to be saluted. Carry color is resumed when 6 paces beyond the reviewing stand or person to be saluted.

c. By the organizational standard.—The organizational standard renders no salute.

d. Salutes to the national flag.—Salutes are rendered to the national flag in accordance with chapter 21, U. S. Navy Regulations and paragraph 3–29, this manual.

3–21 HOISTING, LOWERING AND FOLDING THE NATIONAL ENSIGN.—*a. General.*—(1) The ceremonial hoisting and lowering of the national ensign at 0800 and sunset, respectively, shall be accomplished ashore in accordance with the provisions of chapter 21, U. S. Navy Regulations and this paragraph.

(2) A detail consisting of a noncommissioned (petty) officer and two nonrated men of the guard will hoist and lower the ensign. This detail will be armed with sidearms, if the special equipment of the guard includes sidearms; otherwise, the pistol belt only will be worn.

(3) The commander of the guard ashore will see that the proper ensign is flown at the appropriate time and under all weather conditions. For different types of ensigns, see figure 5. Any member of the guard who observes any hazard to the ensign, such as loosened halyards, fouling, etc., will immediately report them to the commander of the guard.

b. Positions of the ensign.—The ensign is flown from the peak or truck of the mast, except when directed to be flown at half-mast. The ensign at half-mast is flown, when possible, with the middle point of its hoist opposite the middle point of the mast. The middle point of a guyed mast is midway between the truck of the mast and the point of attachment of the guys. The middle point of a mast with a yardarm is midway between the truck of the mast and the yardarm. Technically, an ensign at any position other than at the truck of the mast is half-masted. Local conditions may require other positions. To half-mast the ensign, it is first hoisted to the truck and then lowered to the half-mast position.

c. Hoisting the ensign.—The detail assigned to hoist the ensign is formed in line at the guardhouse with the noncommissioned (petty) officer carrying the ensign in the center. It is then marched to the flagstaff, halted, and the ensign attached to the halyards. The halyards are manned by the two nonrated men who take position on opposite sides of the staff facing it,

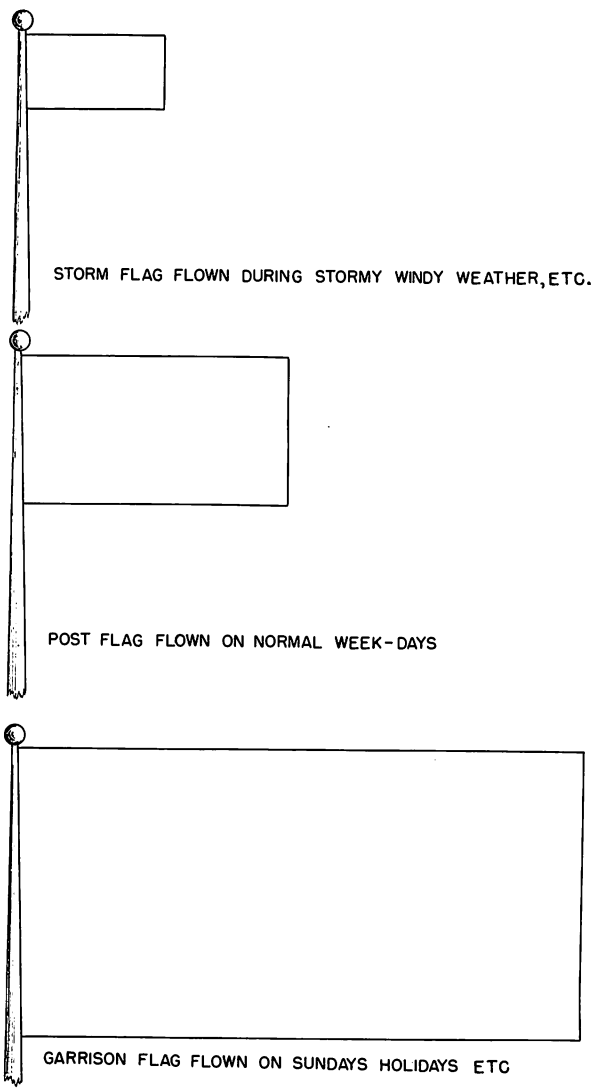

FIGURE 4.—Different types of ensigns.

so they will be able to hoist the ensign without fouling. The noncommissioned (petty) officer continues to hold the ensign until it is hoisted clear of his grasp to prevent it from touching the deck. When the ensign is clear, he comes to attention and executes the first motion of the hand salute. On the last note of the *National Anthem* or *To the Color*, all members of the detail execute the second motion of the hand salute. If the ensign is to be half-masted, it is then lowered smartly to that position. The halyards are then secured to the cleat of the mast. The detail is again formed, marched to the guardhouse and dismissed.

d. Lowering the ensign.—The detail is formed at the guardhouse, marched to the flagstaff, and the halyards manned in the same manner as for hoisting the ensign. On the first note of the *National Anthem* or *Retreat*, the ensign is slowly lowered. If at half-mast, it is first hoisted smartly to the truck on the first note of the music and then slowly lowered. It is caught by the noncommissioned (petty) officer at the last note of the music. The ensign is detached from the halyards and folded as prescribed in the next subparagraph. The halyards are secured to the mast, the detail is formed and marched to the guardhouse, and the ensign turned over to the commander of the guard.

e. Folding the ensign.—The ensign is folded in half the long way so the crease parallels the red and white stripes. It is folded in half again so the new crease parallels the red and white stripes and the blue field is to the outside. The fly end (away from the blue field) is folded up to the top so the single edge lies perpendicularly across the stripes. By repeatedly folding the thick triangle thus formed about the inboard edge of the triangle, the ensign is folded into the shape of a cocked hat (fig. 5).

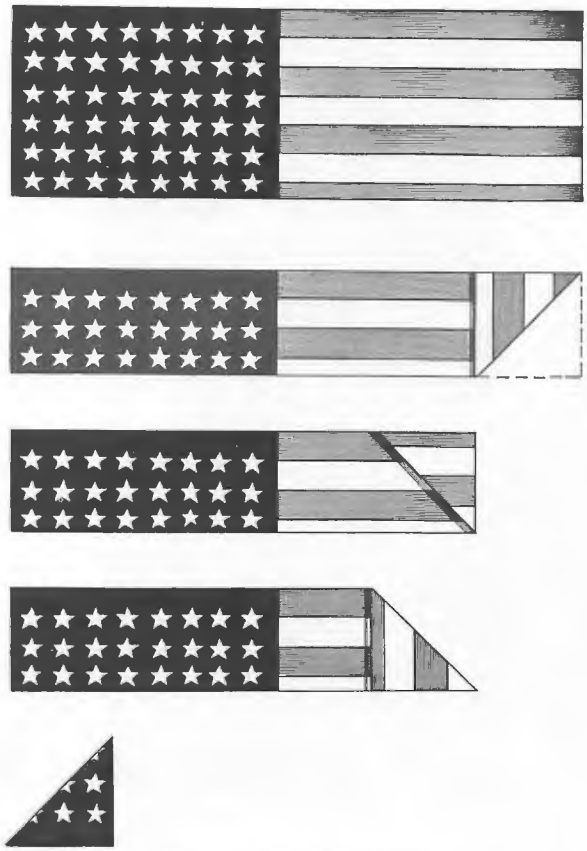

FIGURE 5.—Folding the ensign

3–22 MANUAL OF THE COLOR(S).—*a. Order color.*—(1) At order color the lower ferrule rests on the deck touching the outside edge of your right shoe just opposite the little toe. The staff is gripped from the right in the "V" formed by the thumb and fingers on the right hand, back of the hand to the right front. Your right elbow should be close to your side so your forearm will help support the staff. Hold the staff against the hollow of your shoulder so it points straight up. The rest of your body is at attention (fig. 6).

(2) Color guards armed with rifles are at order arms when the colors are at the order.

b. Carry color from order color.—(1) The command is CARRY, COLOR.

(2) At the command CARRY, change your grip on the staff so as to grasp it from the rear between the thumb and fingers of your right hand, your fingers around the staff.

(3) At the command COLOR, raise the staff smartly with your right hand to a point where the lower ferrule is just above the sling socket. While raising it keep the staff pointing straight up. Grasp the staff just above the lower ferrule with your left hand to steady it.

(4) Seat the lower ferrule in the sling socket. As the ferrule is seated, permit the right hand to slide down the staff to a point where your thumb is directly in front of your chin.

(5) Grip the staff firmly with your right hand and move your left smartly to your side. In this position your right thumb is directly in front of your chin, right elbow at shoulder level, and the staff is inclined slightly to the front (fig. 7).

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FIGURE 6.—Order color.

(6) Color guards armed with rifles execute right shoulder arms at the command COLOR.

c. Order color from carry color.—(1) The command is ORDER, COLOR (ARMS). Execution is begun on the preparatory command.

(2) At the command ORDER, grip the staff with your left hand below the right and remove the ferrule from the sling socket.

(3) At the command COLOR (ARMS), lower the ferrule to a point above the deck along the outside edge of your right toe; release the staff with your left hand and replace it above the right.

(4) Relax your right hand so the staff will slide down between your thumb and fingers. Then change the position of the color and the grip of your right hand to that described in paragraph *a*.

(5) Move your left hand smartly back to your left side.

d. Present color from order color.—(1) The command is PRESENT, ARMS. Execution is begun on the preparatory command.

(2) At the command PRESENT, change your grip on the staff so as to grasp it firmly from the rear between the thumb and fingers of your right hand, your fingers around the staff.

(3) At the command ARMS, raise the staff smartly with your right hand to a point where the lower ferrule is just above the sling socket. While raising it keep the staff pointing straight up. Grasp the staff just above the lower ferrule with your left hand to steady it.

(4) Seat the lower ferrule in the sling socket permitting the right hand to slide down the staff to a point where your thumb is directly in front of your chin. Grip the staff firmly with your right hand.

(5) Move your left arm smartly back to your side. In this position your right thumb is directly in front of your chin, right elbow at shoulder level, and the staff is inclined slightly to the front.

(6) Lower the staff smartly to the front by straightening your right arm.

(7) The national color bearer executes the movement to carry color upon the command PRESENT. The national color does not salute; therefore he remains in this position.

(8) Color guards armed with rifles execute present arms at the command ARMS (fig. 8).

e. Order color from present color.—(1) The command is ORDER, ARMS (COLOR).

FIGURE 7.—Carry color.

FIGURE 8.—Present color.

FIGURE 9.—Parade rest.

(2) At the command COLOR or ARMS, raise the staff so your right thumb is again in front of your chin and the staff is inclined slightly to the front. The national color bearer remains at carry color until the organizational color bearer comes to this position.

(3) Come to the position of order color as described in subparagraphs *e*(3)(4), and (5) above.

f. Rests with the color.—The color bearers and color guards utilize the parade rest position in lieu of order color or carry color. At ease or rest are not utilized by the color guard when carrying colors. The command is given from the position of order color only, by the senior color bearer or person in charge of a formation with which colors are posted. It is executed in one count.

(1) At the command REST, the left foot is moved smartly to the left as in the position of parade rest for individuals. The left hand, left forearm parallel to the deck, wrist straight, grasps the staff as in the position of parade rest for guidon bearers (fig. 10).

(2) Color guards assume the position of parade rest as prescribed in chapter 2.

g. Eyes right (left) from carry or order color.—(1) The command is EYES, RIGHT (LEFT). It will be given only when you are halted at order color, or while marching at carry color.

(2) At the command RIGHT (LEFT), if at order color, turn your head and look 45° to the right (left). If at carry color, the organizational color bearer also lowers the staff smartly to the front by straightening his right arm (if the person saluted is entitled to a salute by the organizational color). If you are the right (left) man in the color guard or the national color bearer, do not execute the command.

(3) When the reviewing officer of a parade is entitled to a salute by the organizational color, the salute is executed at the command RIGHT (LEFT).

h. Carry color from eyes right (left).—(1) The command is READY, FRONT.

(2) At the command FRONT, turn your head and eyes smartly to the left (right) so you are looking straight ahead. Those members of the color guard who do not execute eyes right (left) remain looking straight ahead.

(3) When the senior color bearer commands FRONT, if the organizational color saluted, it resumes the carry.

(4) During a review, when the reviewing officer troops the line, ready front will not be given after eyes right. During such a ceremony each member of the color guard executing eyes right turns his head and eyes toward the reviewing officer upon command RIGHT. He continues to look at him, turning his head and eyes to the left as the reviewing officer passes, until he is again facing directly to the front.

3–23 THE COLOR GUARD.—*a. General.*—(1) The color guard consists of four men. Two noncommissioned (petty) officers are the color bearers, and two other men, junior to the color bearers, are the color guards. The color bearers are unarmed, but the color guards carry either pistols or rifles. The senior color bearer carries the national color and commands the color guard. He gives the necessary commands for movements and rendering of honors. The junior color bearer carries the organizational color, which is always on the left of the national color. When only the national color is carried, the color guard will include only one color bearer.

(2) The color guard is formed and marches in one rank at close interval with the color bearers in the center. The color guard does not execute to the rear march, about face, flanking movements or fix bayonets. When any such commands are executed by the unit to which the color guard is attached, except fix bayonets, the senior color bearer orders an appropriate movement of those described in the next subparagraph.

b. Movements of the color guard.—(1) To face the color guard to the right (left)—(*a*) The command is RIGHT (LEFT) TURN, MARCH. It may be executed while halted, marking time or marching.

(*b*) On the command MARCH, with the right (left) flank man acting as a stationary pivot, the color guard inclines to the right (left) until they face the new direction. When making the turn, at any one moment, all members of the color guard face the same direction.

(2) To face the color guard to the rear.—(*a*) The command is REVERSE, MARCH. It may be executed while halted, marking time or marching. When marking time or marching, the command is given as the left foot strikes the deck. The color guard then takes one more step at mark time, or forward, and then executes the following movements:

[1] The right flank color guard takes 2 steps forward, faces to the left in marching, takes one full step and 3 half steps, faces to the left in marching and takes 2 steps in the new direction.

[2] The senior color bearer faces to the left in marching, takes one full step, and faces to the left while marking time. He marks time until all are abreast.

[3] The junior color bearer takes one step forward, faces to the right in marching, and takes one step in the new direction. He marks time until all are abreast.

[4] The left flank color guard takes one step forward, faces to the right in marching, takes one full step and 3 half steps, faces to the right in marching, and takes one step in the new direction. He marks time until all are abreast.

(*b*) Upon completion of a movement by the color guard, they mark time until the senior color bearer commands COLORS, HALT or FORWARD, MARCH.

c. Receiving the colors by the color guard.—The color guard will use the following procedure in receiving colors:

(*a*) The color guard forms and marches to the place designated for receiving colors.

(*b*) The color guard is halted three paces from the adjutant and sergeant major, (unit chief petty officer) who have taken appropriate positions for the presentation of colors to the guard.

(*c*) The color guard then executes order arms upon the command of the senior color bearer.

(*d*) When the adjutant is ready to deliver colors, the senior color bearer orders present arms. At this command the color bearers execute the hand salute.

(*e*) The adjutant steps to his left oblique and transfers the national color to the senior color bearer, who terminates his salute in time to receive it at the position of carry color. The adjutant then steps back to his original position and salutes.

(*f*) Upon the adjutant's salute, the sergeant major (unit chief petty officer) steps to his right oblique and transfers the organizational color to the junior color bearer who, has termi-

nated his salute with the senior color bearer at the position of carry color. The sergeant major (unit chief petty officer) then steps back to his original position and salutes.

(*g*) When the sergeant major (unit chief petty officer) salutes, the senior color bearer commands order arms. The adjutant and sergeant major (unit chief petty officer) terminate their salutes as the color guard executes order arms.

(*h*) The senior color bearer then marches the color guard to the color company (battalion).

d. Receiving the colors by the color company (battalion).—Prior to forming for a ceremony in which the colors are to participate (except escort of the color) the colors are received by the color company (battalion) by means of the following ceremony:

(*a*) The company (battalion) is formed with its commander facing front.

(*b*) The color guard approaches and halts 10 paces in front of and facing the company (battalion) commander. It then executes order color.

(*c*) The company (battalion) commander faces about and orders present arms, faces about again and salutes. Upon this order the color guards execute present arms (hand salute if armed with pistols) with the company (battalion); the color bearers execute carry color.

(*d*) The company (battalion) commander terminates his salute faces about and commands order arms. The color guard executes order color as the company terminates its present arms.

(*e*) The company (battalion) commander faces about and orders the color guard to take its post. When the color company (battalion) is in line or mass, the post of the guard is 6 paces to the left of the company (battalion). When the company (battalion) is in column, the post of the guard is 6 paces behind.

(*f*) When the color company joins the battalion, the color guard takes its appropriate post in the battalion formation (sec. VII). When the color battalion joins the regiment, the color guard takes its appropriate post in the regimental formation (sec. VIII).

(*g*) When in formation, the color guard executes at ease and rest with the color company (battalion).

e. Dismissing the color guard.—In dismissing the color guard at the conclusion of a drill or ceremony, the procedure is as follows:

(*a*) The guard marches from its post and halts 10 paces in front of and facing the company (battalion) commander.

(*b*) The company (battalion) then executes present arms in the same manner described in (4) above, after which the color guard marches the colors to the quarters or office of the organizational commander.

(*c*) The color guard is received by and dismissed from organizations smaller than a company (e. g. funeral escort) in a similar manner.

f. Returning the colors by the color guard.—The color guard will use the following procedure when parting with the colors:

(*a*) The senior color bearer halts the guard three paces in front of the adjutant and sergeant major (unit chief petty officer) who have taken positions near the office or quarters of the organizational commander in time to receive the colors. The guard remains at carry color.

(*b*) When the color guard halts, the adjutant and sergeant major (unit chief petty officer) salute. The sergeant major (unit chief petty officer) steps to his right oblique and receives the organizational color from the junior color bearer. He then steps back to his original position.

(*c*) When the sergeant major (unit chief petty officer) is back in his position, the adjutant steps to his left oblique and receives the national color from the senior color bearer. He then steps back to his original position.

(*d*) When the adjutant is in position, the senior color bearer commands PRESENT, ARMS (order arms first if the color guards are armed with rifles). At the command of execution the adjutant and sergeant major (unit chief petty officer) about face and march to the office or quarters of the commanding officer, where they deposit the colors without further ceremony.

(*e*) When the colors are out of sight or six paces away, the senior color bearer commands order arms and dismisses the guard or marches them back to the color company (battalion), whichever has been directed.

3–24 ESCORT OF THE NATIONAL COLOR.—*a.* Escort of the national color may be executed:

(1) During the ceremony for parade or review when it is desired that the unit formally receive the color as part of the ceremony.

(2) Prior to the ceremony for parade or review, when troops are formed as a unit on a separate parade and marched to the designated parade field or area.

b. (1) When the ceremony of escort of the national color is to take place, the color guard informally obtains the organizational color and takes its post with the color company (battalion) prior to the formation of the parade organization.

(2) The parade unit being in line and the entire color guard in position with the organizational color, but without the national color, the regimental (battalion) commander details a company, other than the color company, to receive and escort the national color to its place.

(3) The band moves straight to its front until clear of the line of battalion (company) commanders and halts. The designated company forms column of threes fifteen paces in rear of the band with the color bearer behind the leading platoon.

(4) On the company commander's orders, the escort then marches to the commanding officer's office building and forms in line facing the entrance.

(5) The color bearer, preceded by the senior platoon commander of the escort company and followed by a designated noncommissioned (petty) officer, obtains the color from the commanding officer's office.

(6) When the color bearer returns, followed by the platoon commander and noncommissioned (petty) officer, he halts outside the entrance facing the escort company at order color. The platoon commander places himself on the right and the noncommissioned (petty) officer on the left of the color bearer. The company commander brings the escort company to present arms and the field music sounds *To the Color*. At the command present arms the color bearer executes carry color. The platoon commander and the noncommissioned (petty) officer salute on the command of the company commander.

(7) The company commander brings the company to order arms at the last note of the music. At the command order arms the color bearer executes order color. The platoon commander and the noncommissioned (petty) officer terminate their salutes and return to their posts within the company. The company is formed in column with the band leading. The color bearer places himself behind the center of the leading platoon. The escort then marches back to the parade unit with the band playing a march. The color escort marches to a point 50 paces in front of the right of the regiment (battalion) and then moves parallel to its front. When the color arrives opposite the center of the parade unit, the escort and band form in line facing the regiment (battalion). The color bearer, passing between the first and second platoon, advances and halts 6 paces in front of the regimental (battalion) commander at his post 30 (20) paces in front of the parade unit's center.

(8) The commander faces about and commands PRESENT, ARMS. If a regimental parade, the command is repeated for execution by the battalion commanders as described in paragraph 3–10*c* (2). The commander, after the entire command is at present arms, faces the color and salutes. The field music sounds *To the Color*. The organizational color salutes while this is being played. The color escort company salutes on the commander's command for present arms.

(9) The commander then faces about and brings the command to order arms. The national color bearer moves to his post on the right of the organizational color.

(10) After the escort company executes order arms, it faces to the right on the command of the company commander, and, preceded by the band, marches to its place in line by passing around the left flank and rear of the regiment (battalion).

(11) The band plays until the escort company passes the left of the line. It then returns to its post on the right of the line.

(12) The parade unit may be given REST when the escort company has passed the left of the line.

SECTION VI

ESCORT OF HONOR

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3–25 ESCORT OF HONOR.—Escorts of honor are detailed to receive and escort civilian and military persons of high rank. Troops ordered to this duty are selected for their military appearance and superior discipline.

a. The escort is formed in line opposite the place where the person to be honored is to present himself. The band forms on the flank of the escort toward which it is to march. The escort is brought to attention upon the appearance of the person to be honored. When he has taken the position from which he will receive the honors, the escort is brought to present arms and the honors due his rank are rendered. Upon completion of the honors, the escort is brought to order arms.

b. Ordinarily the person so honored will, upon completion of the honors, inspect his escort. The escort then forms in column and takes up the march. The honored person, with his staff or retinue, takes position in rear of the column. When the person leaves the escort, it again forms in line; and when he has taken position from which to receive them, the same honors are rendered as upon his arrival.

c. When the position of the escort is a considerable distance from the point where the person to be honored is received—where a courtyard or wharf intervenes—a double line of sentries, facing inboard, is posted from that point to the escort. These sentries salute as the honored person passes their individual positions. In this case an officer is detailed to accompany the honored person from his place of reception to the escort.

SECTION VII

HONORS

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3–26 PRESCRIBED HONORS.—*a.* See Navy Regulations for tables of prescribed honors to be rendered afloat.

b. Except as set forth below, the same salutes, honors, and ceremonies, insofar as practicable, are rendered in connection with official visits to naval stations and Marine Corps posts and bases as are rendered on similar visits to Navy ships.

c. Normally a unit other than the interior guard will be detailed as honor guard at shore-based establishments. For a personage who merits the full guard (U.S. Navy Regulations), the honor guard, when practicable, will consist of at least two platoons of riflemen, and will include a band and colors. If insufficient personnel are available to meet this requirement, the full guard may consist of not less than one squad of riflemen. The honor guard will always consist of only one squad of riflemen for a personage who merits the guard of the day (U. S. Navy Regulations). The band and colors will not be included unless the honor guard consists of at least two platoons.

d. The following elements required in honors afloat are omitted when rendering honors ashore:

(1) Manning the rail.
(2) Piping alongside and over the side.
(3) Side boys.

3–27 RENDERING HONORS TO PERSONAGES ARRIVING FOR OFFICIAL VISITS ASHORE.—*a.* See U.S. Navy Regulations for the sequence and procedure for rendering honors afloat.

b. The senior officer present, the commander of the installation being visited, or the representative of either, is the host and participates in the ceremony as described herein. He ascertains from the visiting personage whether he desires to inspect the honor guard, to have it pass in review, or neither, or both and advises him of actions to be taken during the ceremony. He will pass on to the commander of the guard, as quickly as practicable, information regarding the sequence of events.

c. Prior to the arrival of the visiting personage, the honor guard will form in line at normal interval and at open ranks. The band, if present, takes position to the right of and in line with the honor guard. The colors, if present, are posted in the approximate center of the formation, excluding the band, and on line with the honor guard. If the honor guard consists of one platoon or less, the commander of the honor guard takes post 6 paces in front of the center of the guard. If the honor guard consists of more than one platoon, the commander of the honor guard takes post 12 paces in front of the center of the guard, excluding the band. For honor guards larger than company-size, the post of the commander of the honor guard will be the same as that of the commanding officer of troops in unit reviews (see Section II). The posts of the platoon commanders are 6 paces in front of the center of their respective platoons.

d. The field music sounds *Attention* upon appearance of the visiting personage, and the honor guard is called to attention. The host welcomes the personage and escorts him to the receiving line (if any) where greetings are exchanged. At the conclusion of the greetings, the host escorts the personage to a position directly in front of and facing the commander of the honor guard and takes position on the left of the personage. The distance of this position from that of the commander of the

SECTION VIII

FUNERALS

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3–32 GENERAL.—*a.* When not contrary to orders and regulations, the extent to which the naval service participates in a funeral depends upon the expressed wishes of the family of the deceased.

b. The composition and strength of the escort will be as prescribed in Navy Regulations or as modified by proper authority.

c. The military aspect of a funeral usually begins at one of the following places: home of the deceased, mortuary, railroad station, church or chapel, cemetery gates, the grave. It may, however, begin at any designated place.

d. The ceremony starts when the remains are first received by the escort. Before that, the body bearers may be detailed to conduct the remains wherever necessary.

e. In general, the escort receives the body at one of the following places:

(1) The designated place and conducts it to the place of services and then to the grave.

(2) The chapel before, and conducts it to the grave after, the services.

(3) The cemetery gates and conducts it to the grave.

(4) The grave.

f. Each time the body bearers remove the remains:

(1) The escort is brought to present arms.

(2) The band renders prescribed honors, followed by appropriate music.

(3) The pallbearers salute.

(4) All observers in uniform, except the body bearers, salute.

(5) All civilian-dressed naval personnel, except women, uncover and hold the headdress over the heart with the right hand. Women place the right hand over the heart without uncovering.

g. When the national color is draped on the casket, it shall be placed so the stars are at the head of the casket over the left shoulder of the deceased. Nothing shall rest on top of the national color. The color will be removed as the casket is being lowered into the grave, and in time so it will not touch the ground.

h. The casket is always carried foot first, except in the case of a clergyman whose casket is carried into and out of the church or chapel head first.

i. Pallbearers may walk or ride, depending upon the distance to be covered.

j. The senior pallbearer will give necessary cautionary commands to the others in a low voice. All salute at the command PRESENT, ARMS, when given by the escort commander.

k. The personal flag of a deceased general or flag officer will be carried immediately in front of the hearse or caisson. If he was a unit commander or ship's captain, the command or commission pennant will also be carried.

l. If the entrance to the cemetery prevents the hearse or caisson from entering, the procession halts, the casket is removed and the procession proceeds again.

m. When the deceased is entitled, the minute gun salute prescribed by Navy Regulations is fired. The first gun fires as the body enters the cemetery. Three volleys are fired at 5-second intervals as the casket is lowered into the grave.

n. When the band is playing a hymn and it becomes necessary to stop, it continues until the next stanza ending.

o. Uniformed officers in an official capacity will wear a mourning band on the left sleeve. If armed with the sword, its hilt will be affixed with the mourning knot.

p. Participation by fraternal or patriotic organizations.

(1) Fraternal or semi-military organizations of which the deceased was a member may participate in the service if desired by the immediate family.

(2) If the ritual is military or semi-military, the rites will begin immediately after the military ceremony. If it includes the firing of three volleys and *Taps*, these features of the military ceremony may be postponed until their appropriate places in the ritual, at which times the military firing party and bugler may render the honors.

q. (1) When the body has been cremated, casket, body, and remains, as used herein, refer to the container of the ashes.

(2) For all phases of the funeral during which the cremated remains are carried by hand, one enlisted man will be detailed to carry the receptacle. Four enlisted men will be detailed as flag bearers. When the receptacle is carried from a conveyance into the chapel, from the chapel to the conveyance, or from the conveyance to the grave, the flag bearers will follow the receptacle with the flag folded as prescribed in paragraph 3–21 and carried by the leading flag bearer on the right.

(3) When the receptacle has been placed on the stand before the chancel of the chapel or when placed in the conveyance, the flag will be folded and placed beside it. If the caisson is equipped with a casket container for the receptacle, the open flag will be laid on the container as prescribed for a casket.

(4) When a hearse or caisson is not used, suitable transportation will be provided the receptacle bearer and flag bearers.

(5) When the remains are to be conducted to a crematory and the ashes interred with military honors at a later time, the ceremony will consist only of the escort to the crematory. Arms will be presented as the body is carried into the crematory. Volley firing and *Taps* are omitted. If the funeral is held at the crematory and no further military honors are anticipated, the volleys will be fired (if local ordinances permit) and *Taps* sounded outside the crematory.

3–33 DUTIES OF THE OFFICER IN CHARGE OF THE CEREMONY.—*a*. This officer should be detailed in sufficient time before the funeral to allow planning and prior arrangements. He will confer with the clergy and funeral director. Together they will ensure that all necessary arrangements have been made. The chaplain will perform the duties of officer in charge of the ceremony in case no other officer is so designated.

b. As soon as the service in the church or chapel has begun, the officer in charge will:

(1) Make sure the hearse or caisson is ready to receive the casket at the front entrance.

(2) Ensure a conveyance for flowers is posted at the side or rear entrance.

(3) Arrange the cars for the clergy, pallbearers, and immediate family (if the procession is to ride) in the proper order (fig. 10).

(4) Designate four of the body bearers to help carry the flowers out after the body has been placed in the conveyance. They should return through the side or rear door, at whichever the flower conveyance is parked. The remaining body bearers will secure the casket on the caisson or hearse. After the flowers have been moved, the four designated body bearers will take position in rear of the caisson or hearse.

c. When the body is transferred from the hearse to the caisson, the officer in charge will be in the vicinity. He will signal the escort commander when the transfer begins and when it is completed.

d. When the procession is in motion, the officer in charge will go to the grave and await the arrival of the funeral party. He will determine the positions for the band, escort, firing party (if separated from the escort), the bugler, and other units. Upon their arrival, he will direct these individuals and units to their proper positions at the grave.

e. After the units and individuals are in position at the grave, he will signal the body bearers to carry the remains from the conveyance and the band and escort to render the honors.

f. When the widow or mother of the deceased is unaccompanied, the officer in charge will escort her from the car to the grave. When practicable he will remain with her until completion of the commitment to render assistance.

g. After the commitment service, he will deliver the folded national color, used on the casket, to the family of the deceased.

h. When situations arise which are not

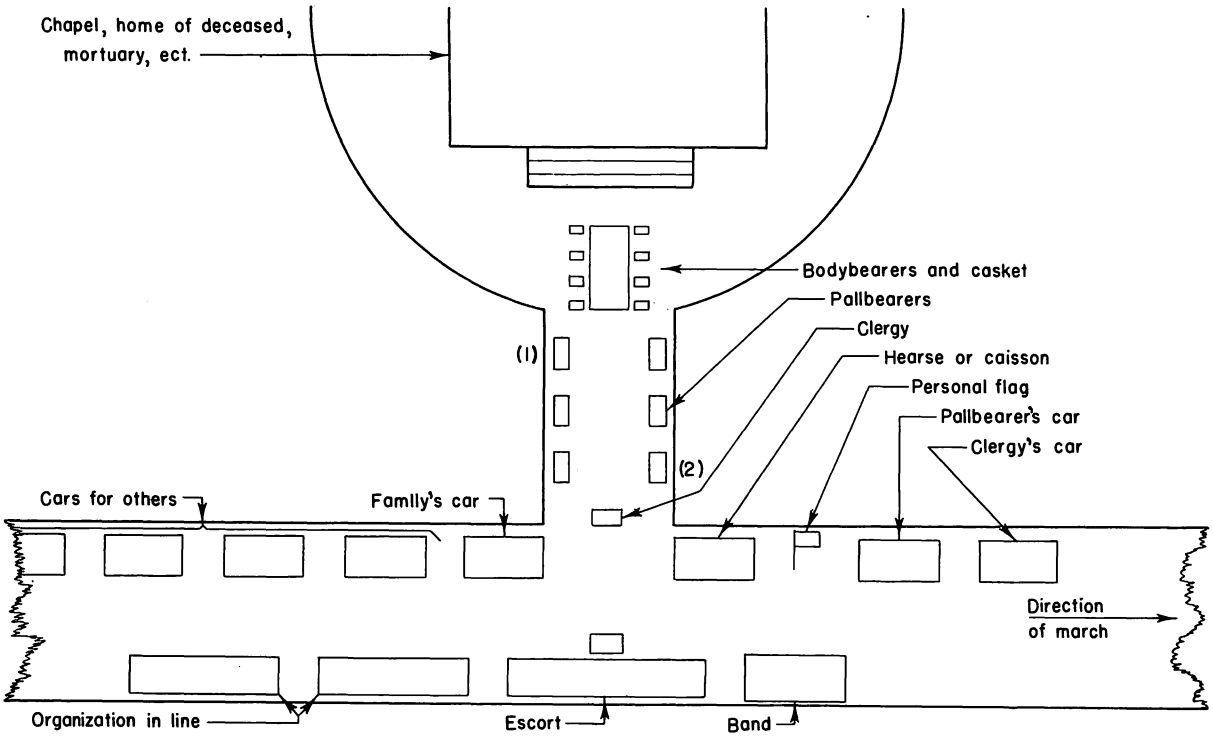


FIGURE 10.—Receiving the remains from a building.

covered by these regulations, the officer in charge will use his own judgment.

i. Final decisions pertaining to troop handling or movement will be made by the officer in charge. All orders to troops participating in a funeral party will be given through him.

j. The officer in charge must cooperate with the funeral director engaged by the deceased's family. He must not arbitrarily assume the duties the funeral director is being paid to perform.

k. The officer in charge will explain the nature and significance of the volleys to the next of kin, or those representing the next of kin, and ascertain whether the volleys are desired. See *Non-Commissioned Officer's Handbook—MOSS* or *The Officers Guide*—Military Service Publishing Co., for explanation of significance.

3–34 RECEIVING THE REMAINS.—Whenever the remains are received, the following procedure will govern (figs. 10, 11, and 12):

a. The escort is formed opposite the place the remains are to be received. As they arrive, or when all is ready to receive the remains, the commander of the escort commands PRESENT, ARMS. After the remains have been received, the door to the hearse is closed, or the casket secured to the caisson, the escort commander orders ORDER, ARMS.

b. The band is formed on the flank toward which the escort is to march. At the command of execution for present arms by the escort commander, the band will render musical honors if the deceased is entitled to such honors. Following this they play appropriate music, stopping at the next stanza ending after order arms has been ordered.

c. The bearer of the personal flag of the deceased takes position and marches in front of the hearse or caisson.

d. The pallbearers.—(1) When the remains are received at the chapel before the services, form in two ranks facing inboard at the entrance with the juniors nearest the door. They must allow room between ranks for the casket to pass between them. As the casket is removed from the hearse or caisson, they execute the first movement of the hand salute. The second movement is executed as the casket passes, after which they face toward the door and follow the casket into the chapel. Seats are usually reserved for them among the left front pews.

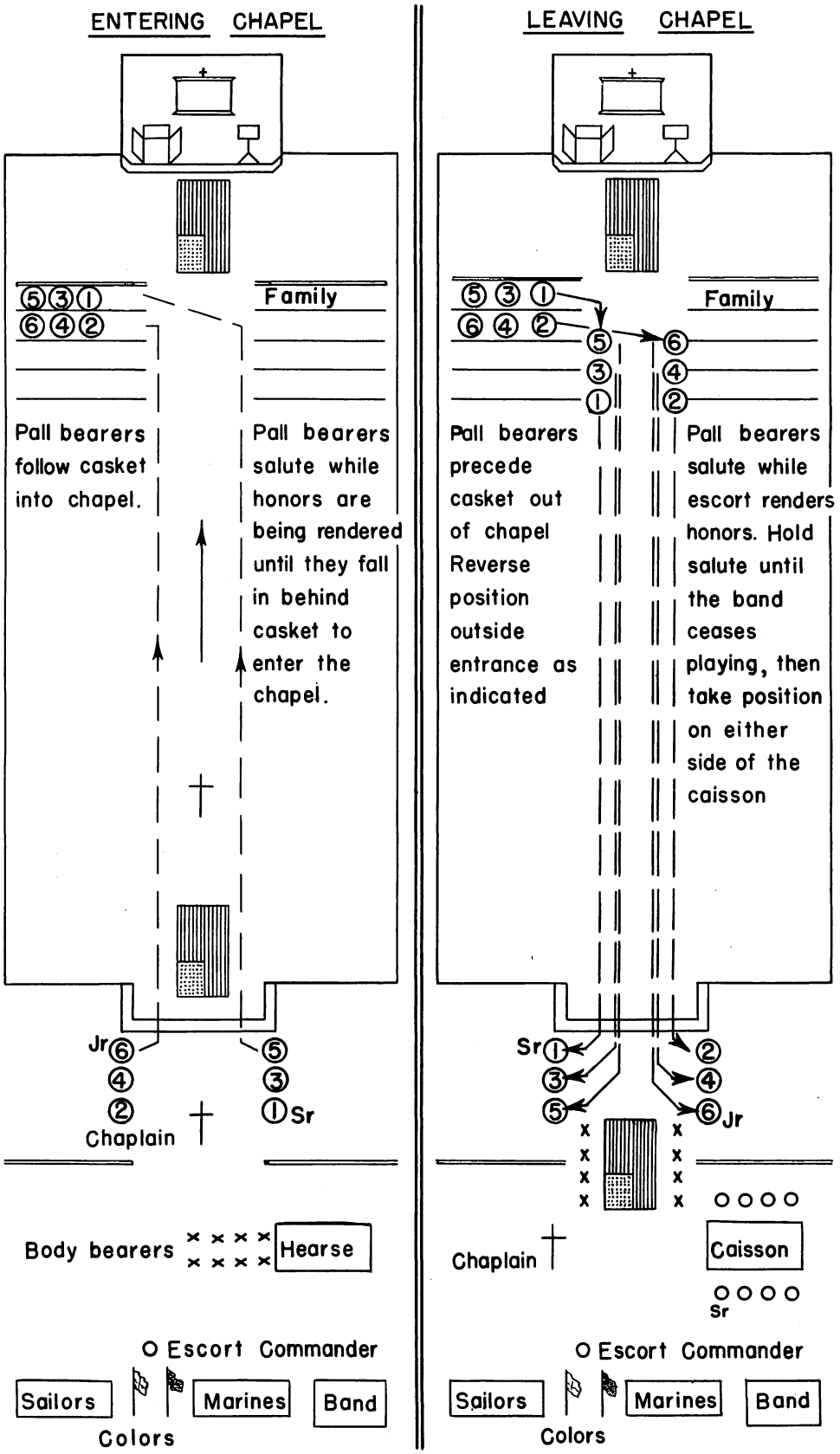


FIGURE 11.—Entering chapel. Leaving chapel.

(2) When the remains are received from a building, (fig. 10), assemble inside the building in columns of twos, in inverse order of rank, junior to the left front, prepared to march out. They follow the clergy from the building (preceding the casket), open to allow the casket to pass between, halt, face inboard, and salute while the casket is passing. They remain at hand salute until the escort executes order arms. They then take their place in two columns of files on each side of the casket in inverse order of rank, junior to the left front, the leading person of each column opposite the front wheels of the hearse or caisson.

(3) When the remains are received at the cemetery gates (fig. 12), they form in a single rank on the flank of the escort, opposite the hearse or caisson and in such order of rank that moving to position alongside the caisson is facilitated. They execute and terminate the hand salute on the commands for present and order arms by the escort commander. After present arms, they take their places beside the hearse or caisson as described in paragraph (2) above.

e. The body bearers, if not already with the remains, form on the left of the pallbearers. They leave the formation at the proper time to receive the casket and carry it to the chapel, caisson, or grave. They form, according to height on each side of the casket. While indoors and not carrying the casket, they uncover. Outdoors they remain covered.

3–35 THE PROCESSION.—*a.* After the remains have been placed in the hearse or caisson and all is ready, the officer in charge of the ceremony signals the escort commander. The escort commander puts the band and escort in motion. Elements in rear follow.

b. The procession forms in the following order (fig. 14):

(1) The escort commander.
(2) Band or field music.
(3) The escort in suitable formation.
(4) The clergy.
(5) The pallbearers if riding.
(6) Personal flag if rated.
(7) The casket. If pallbearers are not riding they form on either side of the hearse or caisson as described in paragraph *d* (2) above. If the pallbearers ride, the body bearers take the place of the pallbearers.
(8) The body bearers in column of twos behind the hearse or caisson.
(9) Family of the deceased.
(10) Enlisted men.
(11) Officers from the ship or organization of the deceased, in inverse order of rank.
(12) Other officers in inverse order of rank.
(13) Foreign officers.
(14) Distinguished persons.
(15) Delegations.
(16) Societies.
(17) Citizens.

c. The procession marches in slow time to solemn music.

d. When the place of interment is considerably distant from where the remains were received, the escort may, after leaving the place the remains were received, march at ease in quick time until it nears the place of burial. It is then brought to attention and marches in slow time. The band does not play while the troops are marching at ease.

e. The field musics may alternate with the band in playing.

3–36 AT THE GRAVE.—*a.* As the procession arrives at the grave, units turn out of column and take the following positions (fig. 13):

(1) The band forms in line with and on the right of the escort.
(2) The escort forms in line facing the grave at a position indicated by the officer in charge of the ceremony. It should be at least 50 feet from the grave so the mourners will not be disturbed by the volleys.
(3) The clergy forms between the hearse or caisson and the grave.
(4) The bearer of the personal flag of the deceased takes post between the clergy and the caisson or hearse.
(5) The pallbearers form in two ranks between the clergy and the grave. They face each other with the juniors nearest the grave. They allow room between their ranks to permit passage of the casket.
(6) The family of the deceased remains near the caisson or hearse.
(7) Other units form in separate lines near and facing the grave. Their positions are indicated by the officer in charge of ceremonies.

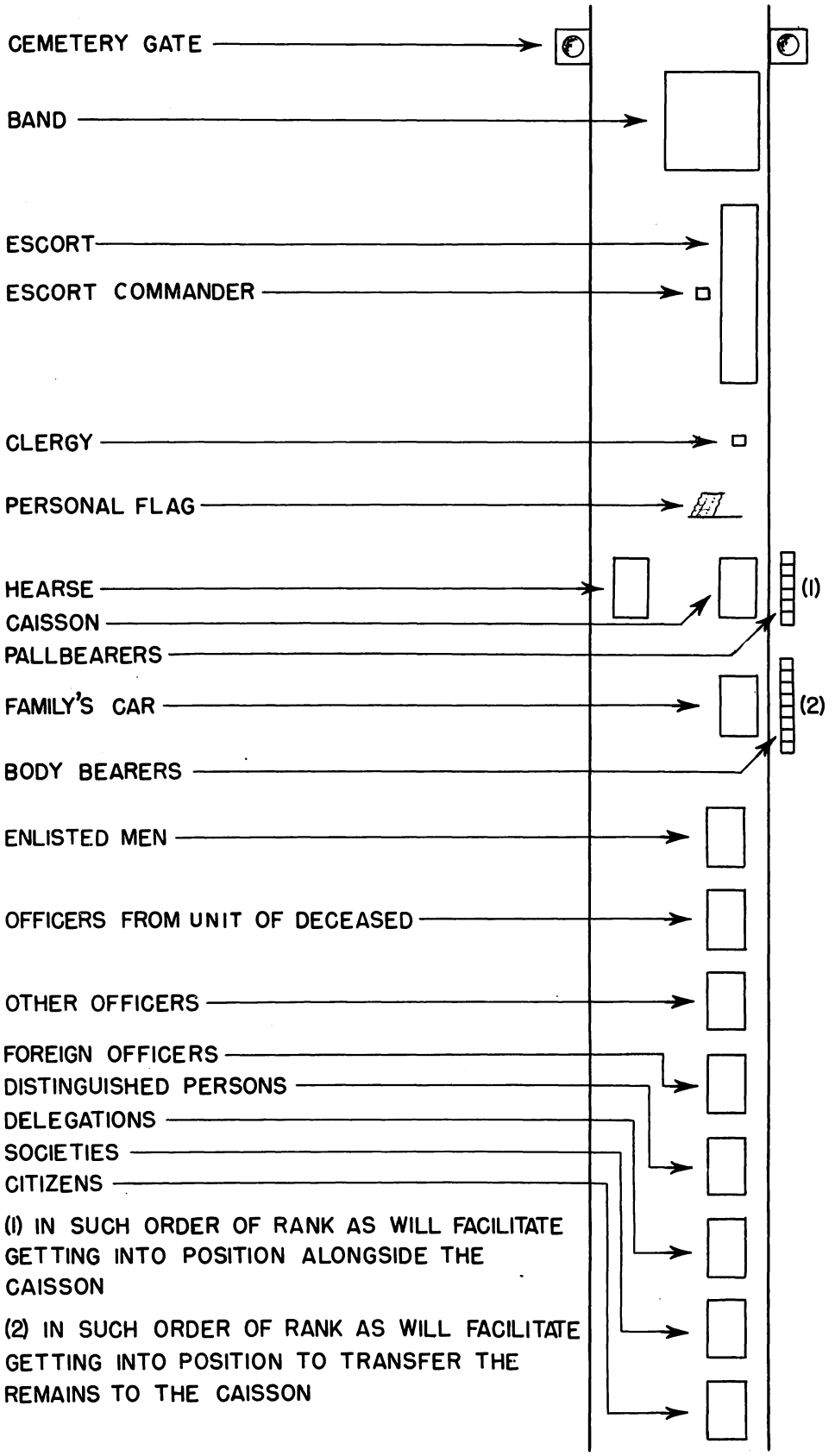


FIGURE 12.—Receiving remains at cemetery gates (transferring remains from hearse or caisson).

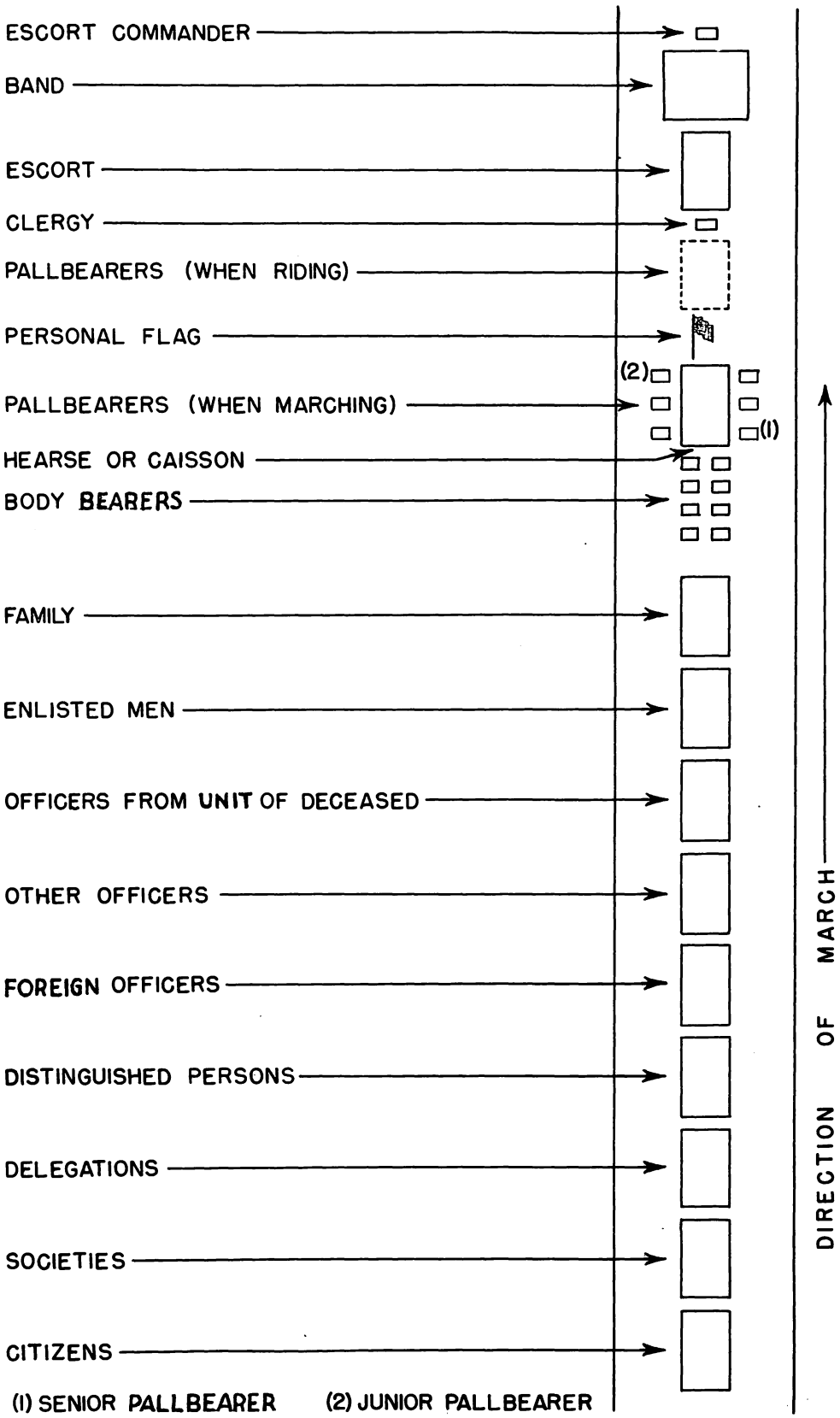


FIGURE 13.—Order of march of funeral procession.

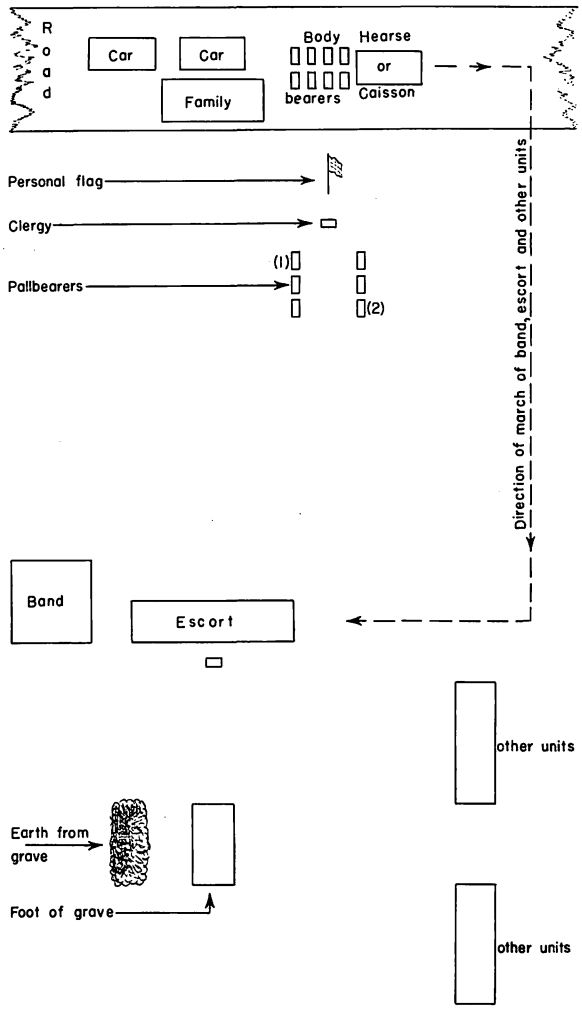


FIGURE 14.—Receiving the remains at the burial ground.

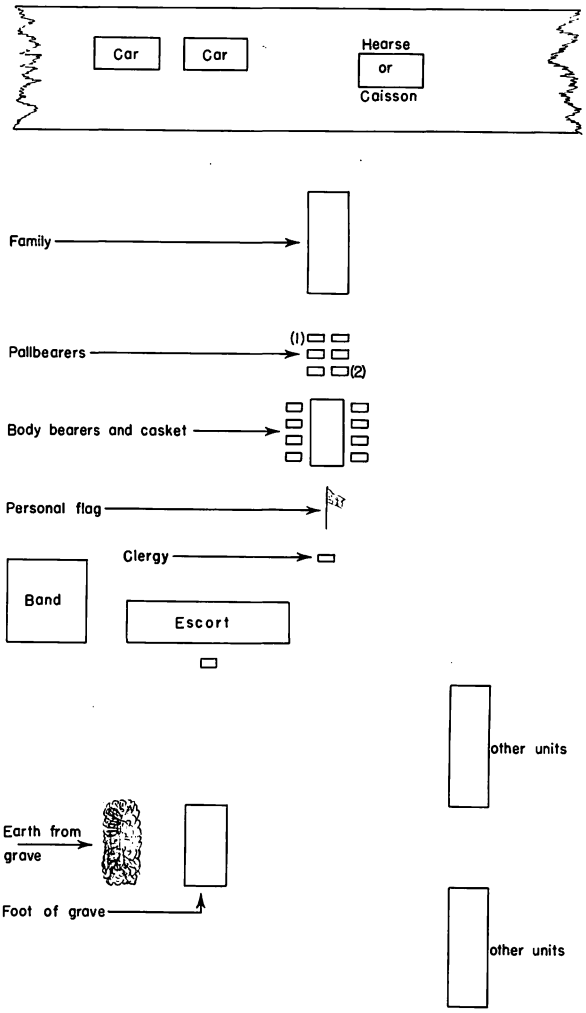


FIGURE 15.—March to the grave.

b. When all units are in position and upon signal of the officer in charge of the ceremony, the body bearers remove the casket from the caisson or hearse. They carry it between the pallbearers and in front of the escort, then place it on the lowering device over the grave. They raise the national color by the corners and sides and hold it waist or shoulder high until the end of the services.

c. As the body bearers remove the casket from the caisson or hearse (fig. 17).—(1) The band renders prescribed honors, if rated, after which they play appropriate music. The music stops when the casket is placed on the lowering device.

(2) The escort presents arms until the casket is placed on the lowering device.

(3) The clergy precedes the personal flag and the casket to the grave.

(4) The flag bearer follows the clergy, preceding the casket, and takes position at the head of the grave. He remains there during the service.

(5) The pallbearers salute as the casket passes between them. When the casket has passed they terminate the salute, face the grave, close interval and follow the casket. Upon arrival at the grave they form in two ranks facing the grave, usually just in rear and to one side of the clergy.

(6) The family of the deceased follows the pallbearers and takes position provided for it.

d. When the casket is placed on the lowering device and the family has arrived:

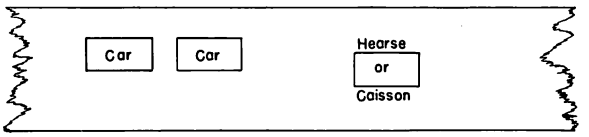
(1) The escort commander orders PARADE,

REST. Members of the escort execute parade rest and bow their heads.

(2) Pallbearers and other units execute parade rest and bow their heads on the escort commander's order.

(3) The body bearers remain in their positions, holding the national color so it will not touch the ground when the casket is lowered.

(4) The clergy conducts the commitment services.



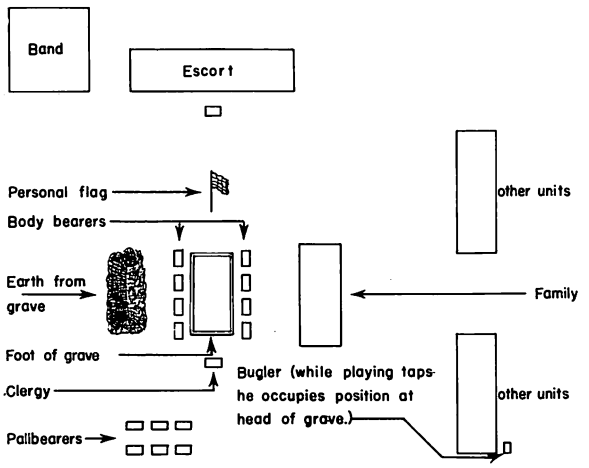


FIGURE 16.—A distribution of units at the grave.

e. After the commitment services:

(1) The escort commander orders ESCORT, ATTENTION. He then commands ESCORT LESS FIRING PARTY, PRESENT, ARMS; FIRING PARTY, FIRE THREE VOLLEYS The noncommissioned (petty) officer in charge of the firing party then gives the commands (sec. XI) for the firing of volleys. When the escort is larger than one platoon, a platoon is designated as firing party; if less, a squad is so designated. The firing party fires three volleys, assumes the position of ready and remains so until *Taps* is completed.

(2) The pallbearers come to attention on the command of the escort commander and salute on his command for present arms.

(3) Other units are brought to attention and present arms at the same time as the escort.

(4) The clergy come to attention and, if in uniform, salute.

(5) The band leader comes to attention and salutes.

(6) The bearer of the personal flag of the deceased comes to attention and salutes. If necessary, he first steps aside to allow the field music to take his position for sounding *Taps*.

(7) The field music takes position at the head of the grave on the escort commander's order to present arms. He salutes, then sounds *Taps* immediately after the last volley. He salutes again, faces about and rejoins his unit.

f. After the last note of Taps.—(1) The escort commander orders the members of the firing party to lock their rifles, brings the entire escort to order arms, and, after the color has been folded by the body bearers, marches the escort and band to a suitable place for dismissal. The band does not play during the march from the grave. At the first halt, the rifles of the firing party are unloaded and inspected. If the escort and band continue in formation after leaving the cemetery, they remove all mourning and muffling from any colors that may be present. The band then plays march music.

(2) The pallbearers fall out and withdraw.

(3) The flag bearer folds the flag and rejoins his unit.

(4) The body bearers fold the national color, give it to the officer in charge of the ceremony, and march away.

(5) Other units march from the vicinity behind the escort.

3–37 MEMORIAL SERVICE HONORS.—*a. General.*—Upon the request of the next of kin memorial service honors will be held for naval personnel whose remains have been declared nonrecoverable.

b. The honor guard shall consist of the following:

	Full honors (officers only)	Honors (enlisted, officers if so requested)
Squad leader	1	
Squad	12	
Color guard	4	4
Field music	1	1
Officer in charge (representative of the naval district commandant or district marine officer)	1	1
Chaplain (if requested)	1	1
Color bearer	1	1
Total	21	8

c. Ceremony.—(1) The color bearer is present in the rear of the church or chapel before the arrival of the next of kin. At the exact time set for the services to begin (if next of kin has arrived), he carries the folded national color down the center aisle to the alter. He places it on the rostrum, where it remains throughout the ceremony, and retires to the wall on the left of the congregation. For the remainder of the services he stands at attention, facing inward, just in front of the first pew.

(2) The honor guard, with color guard on their left, forms outside the church or chapel exit which will be used by the next of kin as he leaves. They remain at ease outside the church or chapel during the services. When *Taps* is sounded, they come to attention.

(3) The field music takes position in the vestibule or other room separate from the congregation.

(4) If requested by the next of kin, the chaplain conducts the services. Otherwise the family minister or priest presides.

(5) At the conclusion of services, the field music sounds *Taps*.

(6) The chaplain presents the national color to the next of kin. If a family minister has officiated or the rank of the deceased requires, this duty is performed by the officer in charge.

(7) While presenting the flag, or, if he did not after the flag has been presented, the officer in charge pays his respects and offers the condolences of the Commandant of the Naval District or District Marine Officer.

(8) The chaplain speaks to the next of kin if he did not present the flag.

(9) The officer is charge escorts the next of kin from the church or chapel.

(10) The honor guard and color guard are called to attention by the squad leader (senior color bearer if squad is not present) upon the appearance of the next of kin. As the next of kin approaches to within 6 paces, the squad leader orders PRESENT, ARMS. The position of present arms is retained until the squad leader is directed to give order arms by the officer in charge. This will be after the next of kin has departed the vicinity.

(11) All participating personnel are dismissed.

SECTION IX

INSPECTIONS

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Inspecting officer other than company commander	3–41	157
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3–38 GENERAL.—The company is the basic unit for inspection. Battalion, regimental and higher commanders or inspecting officers inspect each company in its own area, or have it march to a specified place at a designated time for inspection. Under special conditions, an entire battalion or regiment may be inspected in one large formation.

3–39 COMPANY INSPECTION.—*a. Formation.*—The company forms in line or in column of platoons in line for inspection. If organic transportation is included, it forms 5 yards in rear of the troops. Drivers remain with their vehicles.

b. Procedure.—(1) When ready to inspect, the company commander commands PREPARE FOR INSPECTION. At this command, the platoon commanders open ranks by platoons. The right platoon executes the intitial movement. The second platoon opens ranks when the front rank of the first platoon has been dressed. The third and subsequent platoons do not begin to open ranks until the front squad of the platoon to its right has been dressed. All platoon commanders dress their squads on the corresponding squad of the platoon to their right. When the formation is a column of platoons in line, platoon commanders open ranks successively from front to rear without awaiting the dress of the platoon to their front. They cause their units to cover the corresponding files to their front. They then place themselves, facing to the front, three paces in front of the right flank man of the first rank of their respective platoons.

(2) When all ranks have been opened, the company commander commands AT EASE. He then inspects the company. During the inspection officers, noncommissioned (petty) officers, and guidon bearers not in ranks come to attention at order arms as the company commander approaches. After being inspected, they resume at ease. The company commander may direct the first sergeant (chief petty officer) to accompany him for the purpose of taking notes. The inspection begins at the head of the column or the right of the line. The company commander inspects the arms, equipment, dress, and appearance of the personnel. As he approaches each platoon, its commander brings his unit to attention and salutes. After being personally inspected, the platoon commander returns sword (if so armed) and places himself on the right of the company commander. He precedes the company commander during the entire inspection, down the front and rear of each squad. The company commander may direct that squads having been or not yet inspected be given at ease while he inspects others. In this case the platoon commander complies, bringing them to attention for inspection at the proper time.

(3) The inspection is made from right to left in the front, and from left to right in the rear of each rank. After inspecting the platoon commander, the company commander moves around the platoon commander's left to a position in front of the right flank man in the first rank. He moves from man to man by stepping off to the right in marching, halting and executing a left face. The platoon commander must move in the same manner so as not to be in the company commander's way.

(4) Each man executes the movements to inspection arms for his weapon as the company commander arrives at his position.

(5) The company commander takes all individual weapons, except the Browning Automatic Rifle, from the individual being inspected. He takes the rifle by grasping it with his right hand just below the lower band. The man whose rifle is being inspected immediately drops his hands to his sides. After inspecting the piece, the company commander hands it back with his right hand in the same position. The man smartly takes his piece at the balance with his left hand, closes the bolt, snaps the trigger, and returns the piece to order arms as soon as he receives it. The company commander takes and returns other weapons in the easiest manner. The Browning Automatic Rifle is inspected in its inspection position at sling. The pistol is returned to the holster as soon as it is handed back to the individual armed with it. The carbine is returned to sling arms as soon as it is received from the company commander. The Browning Automatic Rifle remains at inspection arms until the company commander has passed behind the man armed with it, after which it is returned to sling arms. A detailed inspection will include bayonets and other equipment carried.

(6) Bayonets will be inspected when the company commander is in the rear of the rank. He will take and replace them without assistance from the man being inspected. The man will merely raise his left arm when the company commander takes and replaces the bayonet.

(7) Upon completion of the inspection of his platoon, the platoon commander, having led the company commander down the rear of the last squad, executes column left and halts when three paces beyond the right flank man of the first rank. He faces left, calls the entire platoon to attention, and then resumes his post (as in par. (1)). The company commander passes to his right, halts and executes an about face. He then gives the platoon commander any instructions necessary. The platoon and company commanders exchange salutes and the latter proceeds to the next platoon.

(8) Upon completion of the inspection of each platoon, its commander faces left and orders CLOSE RANKS, MARCH. After the ranks have closed, he takes his post six paces in front of the center of his platoon and orders REST, or AT EASE.

(9) The company commander may direct the platoon commanders to make the detailed inspection by the following order, PLATOON COMMANDERS, INSPECT YOUR PLATOONS. In this case each platoon commander complies. They may direct their platoon sergeants to accompany them for the purpose of taking notes. The company commander will normally spot check individuals while platoon commanders are inspecting their platoons. In this case men at ease will automatically come to attention upon his approach, and to inspection arms if he stops in front of them, regardless of whether they have been previously inspected.

3–40 INSPECTION OF PERSONAL FIELD EQUIPMENT IN RANKS.—*a.* The company forms in column of platoons, in line for a preliminary rifle inspection. After the inspection of the first platoon, the company commander directs the platoon commander to prepare for inspection of equipment. Upon his departure to inspect the arms of the next platoon, the platoon commander orders FIRST SQUAD TWO PACES FORWARD, MARCH; SECOND SQUAD ONE PACE FORWARD, MARCH. He then causes the platoon to take interval, after which he commands UNSLING EQUIPMENT. Upon the completion of this, he orders DISPLAY EQUIPMENT.

b. At the command UNSLING EQUIPMENT, each man draws his bayonet and thrusts it into the ground with his left hand, outside and against the left instep. The bayonet ring is to the front. Men not armed with the bayonet mark the place with their left heels. This is to mark the rear right corner of the individual's equipment layout. Each man armed with a shoulder weapon lays it on the ground with muzzle to the front, barrel to the left and butt near the toe of his right foot. He then unslings his equipment and places it on the ground one foot in front of his feet. The haversack should be to the front, the side which faces rear when worn up. All men resume attention when finished.

c. At the command DISPLAY EQUIPMENT packs are opened and equipment dis-

played as described in chapter IV, section V. The equipment is displayed in the interval to the left of each man. As he finishes arranging his equipment, each man resumes attention in his original position in ranks.

d. The company commander returns to the first platoon after inspecting the arms of the last. He passes along the ranks from left to right as before. When finished inspecting the platoon, he directs the platoon commander to have the packs rolled and proceeds to the next platoon to be inspected. The post of the platoon commander and his action during the company commander's arrival and departure is the same as described in paragraph 3–39 *b*.

e. The platoon commander then commands ROLL PACKS. Each man assembles his equipment and rolls his pack. He places it in front of him, as described in paragraph *b*. above, and comes to attention.

f. After all equipment is assembled and packs rolled, the platoon commander commands SLING EQUIPMENT. All men sling packs, fasten belts and take arms. They then assume their original place in formation, at attention and order arms.

g. The platoon commander then causes the platoon to close interval and then close ranks, after which he gives REST or AT EASE.

h. In units, such as weapons or headquarters and service companies, which have special combat equipment, the company commander, after packs have been opened or after individual inspection, directs DISPLAY MACHINE GUN (MORTAR or other) EQUIPMENT. Gun squads, under the direction of their leaders, break ranks and lay out their weapons and accessories for inspection as described in the gun drill for that particular weapon. Headquarters personnel lay out their fire control, communications or other equipment in a similar manner. Such equipment is displayed three paces from the squad's flank from which interval was taken. The rear of the equipment is placed on line with the rear of the individual field equipment.

3–41 INSPECTING OFFICER OTHER THAN COMPANY COMMANDER.—Should the inspecting officer be other than the company commander, the latter will face the original front of his company after commanding AT EASE. Upon the approach of the inspecting officer, The inspection proceeds as previously explained. The company commander follows the inspecting officer.

3–42 BATTALION INSPECTION.—*a.* The battalion is formed in column of companies, companies in line. Before the inspection, the battalion commander indicates whether crew-served weapons and special equipment are to be displayed. They may be layed out at the armory or left on their transportation for subsequent inspection.

b. When the companies are in position, the battalion commander commands PREPARE FOR INSPECTION. At this command, all companies prepare as described in paragraph 3–39. The color guard proceeds to a position 3 paces in rear of the battalion staff.

c. The battalion commander then commands REST, returns sword if so armed, and inspects his staff and color guard. The staff members come to attention without command, upon his approach, and execute order sword. When he approaches the color guard, after inspecting the staff, the staff members return sword and accompany him. The color guard is brought to attention by the senior color bearer. The color guard may be dismissed by the battalion commander as soon as inspected.

d. The battalion commander, beginning at the head of the column of companies, inspects the arms, equipment, dress and appearance of the personnel in each company.

e. As the battalion commander approaches each company, its commander calls it to attention, faces the front and salutes. As soon as he has been inspected, the company commander gives his unit REST, returns sword if so armed, and accompanies the battalion commander during the inspection. The inspection proceeds as described in paragraph 3–39.

f. The battalion commander may direct the company commanders to make the detailed inspections of their own companies, in which case he will usually spot check individuals throughout the battalion. In such a case all men react as described in paragraph 3–39 *b*(9) upon the approach of the battalion commander. The battalion commander may also direct members of his staff to inspect individual

companies, in which case company commanders react as described in paragraph 3–39.

g. After a company has been inspected, unless otherwise directed, it may be marched from the field and dismissed.

h. When desired, the battalion commander may direct companies not being inspected to stack arms, fall out and await their turn in the immediate vicinity. In this case company commanders so instructed must fall their men in and prepare for inspection in time so as not to delay the entire inspection.

i. If the inspecting officer is other than the battalion commander, the latter prepares the battalion for inspection in the same manner. Upon the approach of the inspecting officer, he brings the battalion to attention, faces the front, and salutes. After being personally inspected, the commander gives the battalion REST, returns sword, and accompanies the inspecting officer. The inspecting officer proceeds as previously prescribed for the battalion commander.

3–43 REGIMENTAL INSPECTION.—In an exceptional situation only will an entire regiment be inspected in one formation. However, when held, the principles are the same as for the battalion. The regiment may be formed in any manner suitable to the available space and ground. Battalions are prepared for inspection as described in paragraph 3–42 above. Upon the approach of the inspecting officer, each battalion commander brings his unit to attention and salutes. Battalion inspection then follows.

3–44 INSPECTION OF QUARTERS OR CAMP.—*a.* (1) In quarters the men stand near their respective bunks uncovered and without equipment or arms. In camp or bivouac they stand outside their tents covered but without equipment or arms.

(2) If inspection of individual equipment and/or clothing has been ordered, each man arranges the required articles as described in chapter 4.

b. Battalion.—During the inspection of the quarters or camp of a company, the battalion commander is accompanied by the company commander and preceded by the first sergeant (chief petty officer) and field music. The first sergeant causes the field music to sound ATTENTION as the inspecting party approaches. In the absence of a field music, the first sergeant uses the voice command. Such other officers as may be designated accompany the battalion commander on his inspection.

c. Regimental.—The procedure is the same as outlined in paragraph *b.* above. The regimental commander is accompanied by the battalion commander and commander of the company being inspected.

SECTION X

LOADING AND CEREMONIAL FIRING OF THE RIFLE

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3–45 GENERAL RULES.—*a.* For ceremonial firing, only the front rank of units larger than a squad executes the loading and firing.

b. Rifles are loaded while locked.

c. Except during the actual firing, loaded rifles are kept locked without command until UNLOAD or INSPECTION, ARMS is ordered.

d. Automatic riflemen do not execute ceremonial loading and firing.

3–46 TO LOAD.—*a.* The unit being at attention in any formation (fig. 17), the commands are WITH BLANK CARTRIDGES, LOAD. The movements are executed quickly and smartly but not in cadence.

b. (1) Each front rank rifleman faces half right (fig. 18) and places his right foot 12 inches to the right rear (fig. 19). The legs are kept straight so the weight of the body rests equally on both feet.

(2) The rifle is raised with the right hand and grasped at the balance with the left (fig. 20). The right hand is then moved to the small of the stock (fig. 21). The rifle should now be in the position of port arms.

(3) The operating rod handle is pulled smartly to the rear with the right thumb (figs. 22 and 23).

(4) A fully loaded (blank) clip is then removed from the cartridge belt (fig. 24) and placed in the receiver with the right hand (fig. 25, left insert). The rear edge of the right hand is placed against the operating rod handle and the cartridge pressed down against the follower with the right thumb (fig. 25) until the follower engages the clip latch. The operating rod handle is released and the thumb lifted to allow the bolt to slide forward. The rear of the operating

FIGURE 17.—Firing squad for ceremonial firing.

FIGURE 18.—To load, part 1.

FIGURE 19.—To load, part 2.

FIGURE 20.—To load, part 3.

FIGURE 21.—To load, part 4 (position of load).

FIGURE 22.—To load, part 5.

FIGURE 23.—To load, part 6.

rod handle is then pushed forward with the heel of the right hand to ensure the proper seating of the bolt.

(5) The right hand is then returned to the small of the stock (fig. 21).

c. For instruction in loading, the commands are SIMULATE, LOAD. The movements are executed as described in paragraph *b* above, except the handling of cartridges is simulated.

d. To use the rifle as a single loader, the procedure is the same except one cartridge is placed in the chamber rather than a clip in the receiver. Instead of depressing the clip against the follower, the follower is directly depressed with the right thumb.

3–47 TO UNLOAD.—The command is UNLOAD, hook the left thumb over the operating rod handle and push it to the rear. Hold the bolt open. Re-grasping the rifle with the left hand, steady the piece by placing the butt on the right hip. Place the right hand over the receiver and release the clip latch with the right thumb. Catch the ejected clip in the right hand and replace it in the belt. After ensuring there is not a round in the chamber, allow the bolt to close as described in paragraph *d* above, pull the trigger and bring the piece to the order.

3–48 TO FIRE BY VOLLEY.—*a.* After the rifles are loaded as described above, the noncommissioned (petty) officer in charge of the firing detail orders READY; AIM; SQUAD, FIRE.

b. On READY, take the position of load (fig. 21) if not already in that position.

c. (Two) On AIM, raise the rifle to a position of 45° from horizontal, the butt firmly in the right shoulder, the balance resting in the V formed by the thumb and forefinger of the left hand. All fingers of the left hand are together and extended. The left wrist is straight. The right hand is wrapped around the small of the stock from the right. The right elbow is

FIGURE 24.—To load, part 7.

raised to shoulder height. The right cheek is pressed firmly against the stock (or thumb on top of the stock) as far forward as comfortable. The left eye is closed, the right looking over the rear sight. Press the safety to its unlock position with the right forefinger.

d. (Three) On FIRE, squeeze the trigger quickly and lower the rifle to the position of LOAD. If the rifle has been loaded with a single round, it is reloaded without command, unless directed otherwise (fig. 26).

FIGURE 25.—To load, part 8.

e. To continue the firing, the commands are AIM; SQUAD, FIRE. Each command is executed as explained above.

f. To cease firing, the command is CEASE FIRING. On this command the riflemen will know that no more rounds are to be fired. They bring their rifles to the position of load. The command UNLOAD is then given and executed as explained in paragraph 3–47.

Figure 26.—Firing party at position of fire.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 4

EQUIPMENT AND UNIFORMS

CHAPTER 4

EQUIPMENT AND UNIFORMS

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SECTION I

INDIVIDUAL EQUIPMENT

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4–1 EQUIPMENT, GENERAL.—*a.* Individual equipment carried by the various members of the landing party depends on the mission assigned and the nature of the contemplated operation. As outlined in chapter 1, these missions include:

(1) Limited field operations during an emergency.

(2) Police duties during a disturbance.

(3) Parades and ceremonies.

b. The landing party commander prescribes the equipment needed to fulfill these missions. Where combat operations are contemplated, the various members of the landing party will normally carry the articles of basic, supplementary, and organic combat equipment listed for them in table 1.

c. Articles of equipment for individuals within the naval landing party are illustrated in figures 1 through 10.

4–2 EQUIPMENT, MEDICAL PERSONNEL.—*a.* Medical personnel carry the same basic individual combat equipment as other personnel shown in table 1. They do not normally carry arms. An additional canteen is carried when the operation might bring about casualties.

b. In the event the enemy does not comply with "Rules of Land Warfare," it may be necessary to arm medical personnel for protection of the wounded. The weapon issued in this event will be the pistol, automatic, caliber .45.

4–3 EQUIPMENT, SPECIAL OPERATIONS.— Where deemed necessary by the force commander, individuals may be issued special articles of equipment to conform to weather and type of operation.

FIGURE 1.—Basic individual combat equipment.

FIGURE 2.—Supplementary individual combat equipment, rifle squad leader.

FIGURE 3.—Supplementary individual combat equipment, fire team leader.

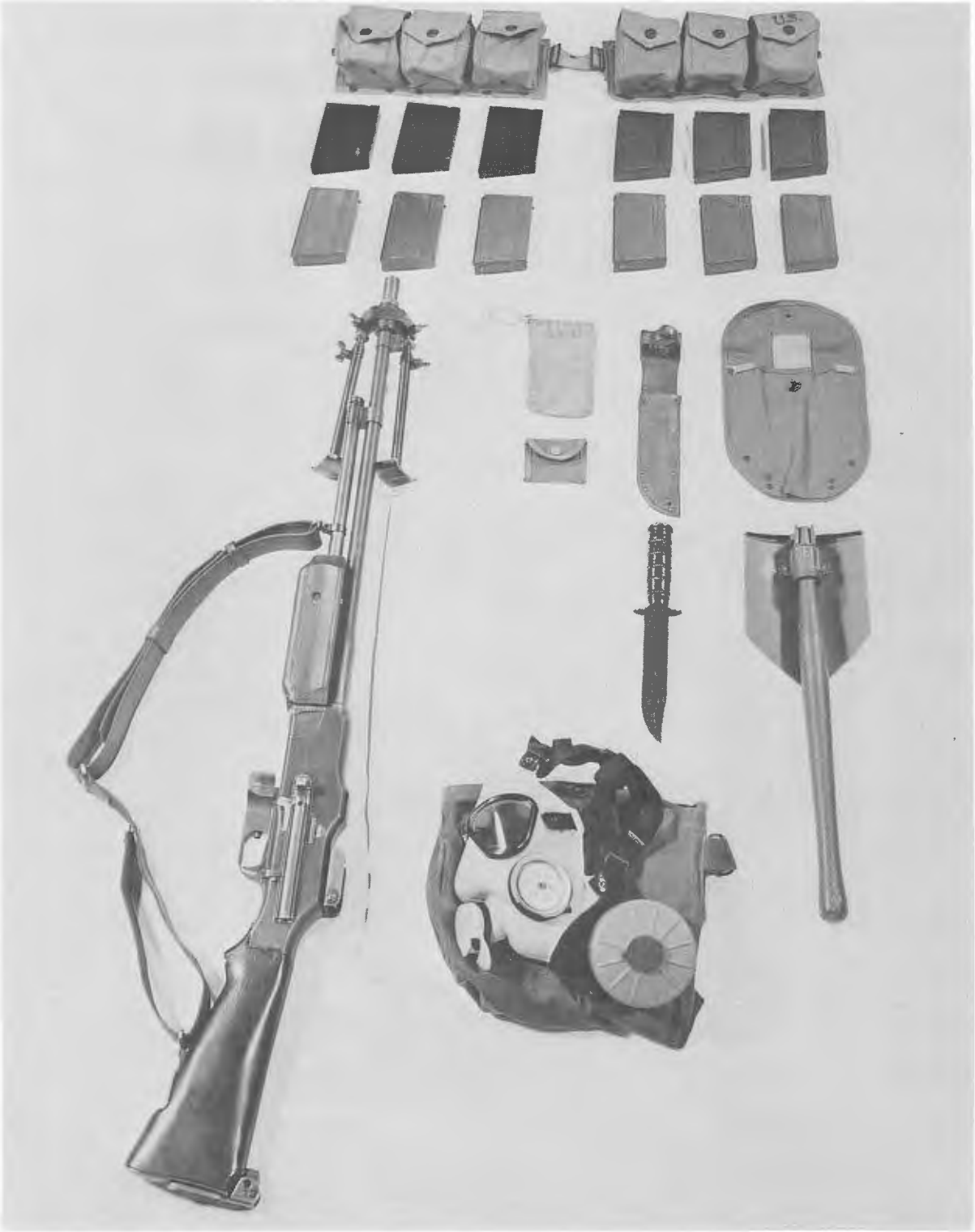

FIGURE 4.—Supplementary individual combat equipment, automatic rifleman.

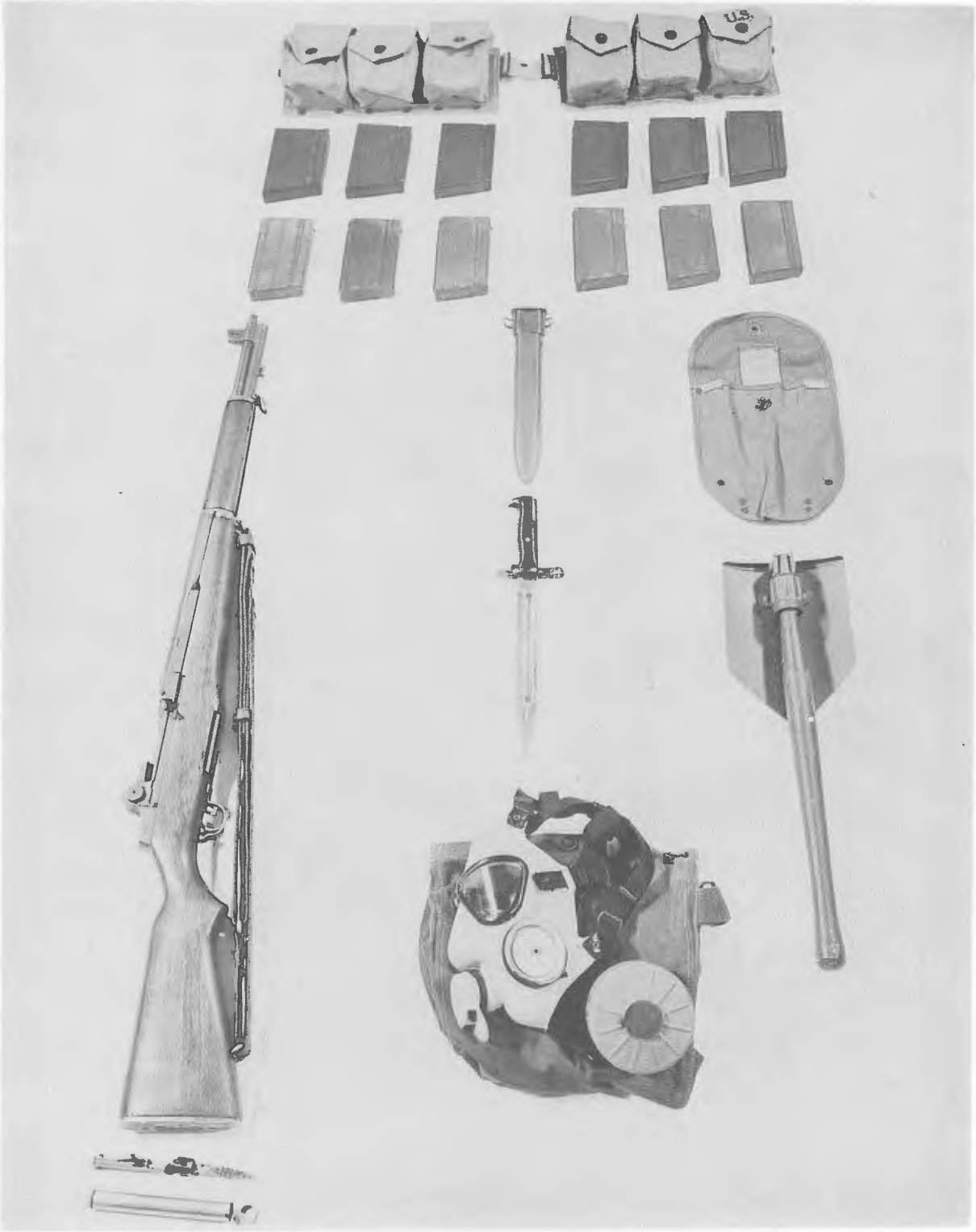

FIGURE 5.—Supplementary individual combat equipment, assistant automatic rifleman.

FIGURE 6.—Supplementary individual combat equipment, rifleman.

FIGURE 7.—Supplementary individual combat equipment, light machine gun squad leader.

FIGURE 8.—Supplementary individual combat equipment, gunner and assistant gunner, light machine gun squad (assistant carries gun, gunner carries tripod).

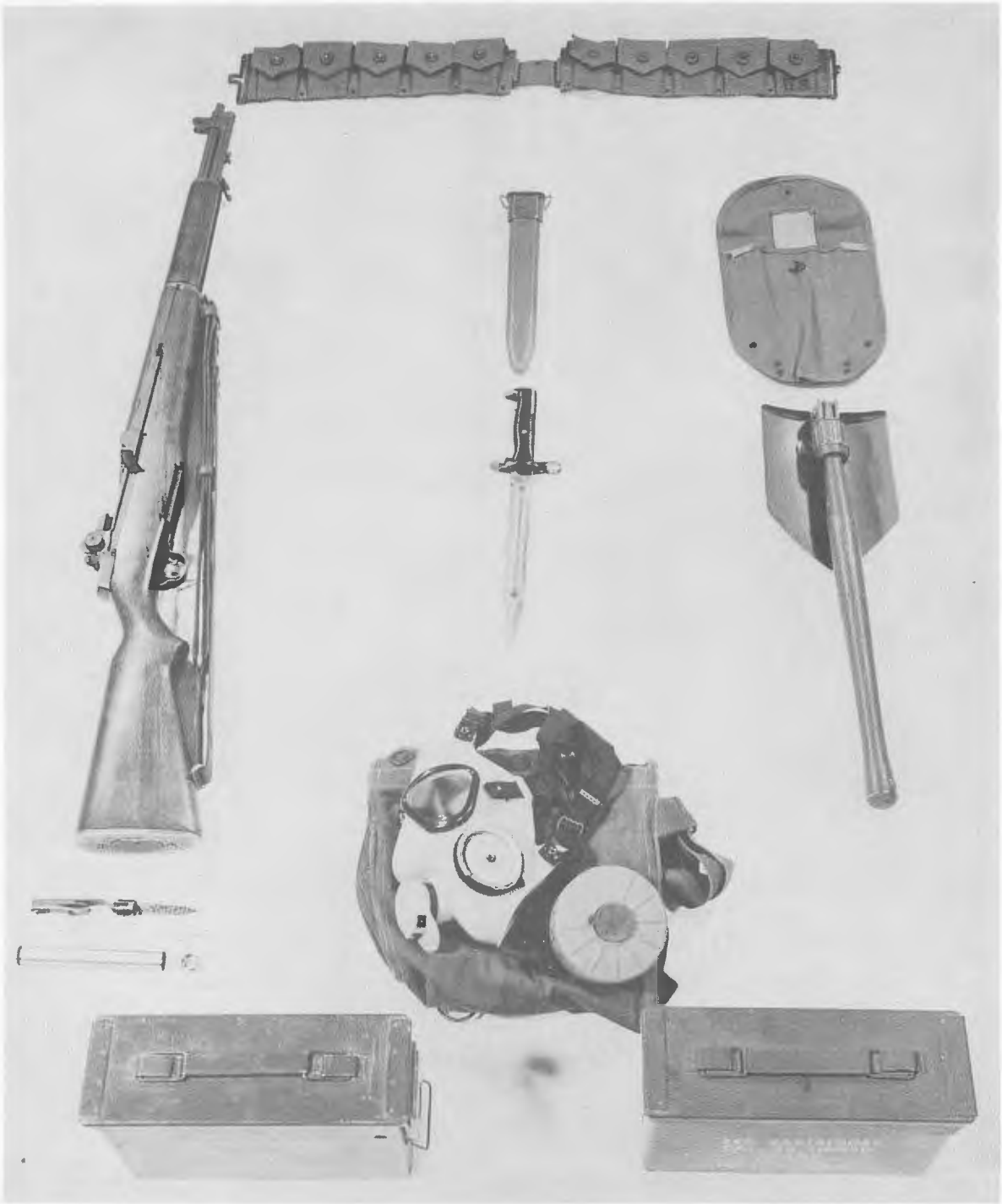

FIGURE 9.—Supplementary individual combat equipment, ammunition carrier, light machine gun squad.

FIGURE 10.—Supplementary individual combat equipment, officers and staff noncommissioned (senior petty) officers.

TABLE 1.—*Infantry combat equipment of the naval landing party*

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	Rifle squad leader	Fire team leader	Automatic rifleman	Assistant automatic rifleman	Rifleman	Rifle platoon guide	Machine gun squad leader	Gunner	Assistant gunner	Ammunition carrier	Light machine gun section leader	Messenger	Ammunition petty officer	Signalman, visual	Draftsman, cook, bugler, storekeeper, carpenter, small arms mechanic	Nonrated or additional duty, artificer	Chief of section intelligence	Rated men of supply section	Chiefs, message center and radio, visual and panel sections; code clerk; radioman	Officers and senior petty officers	Total rifle platoon	Total machine gun platoon	Total rifle company
BASIC INDIVIDUAL COMBAT EQUIPMENT																							
Blanket [1]	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Can, meat, w/cover, knife, fork, and spoon	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Canteen, w/canteen cup and cover	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Cover, camouflage, f/helmet	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Helmet, steel, M., w/liner	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Pack, Marine Corps, M1941, complete	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Packet and Pouch, first aid	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Poncho	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Tag, identification	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	90	112	402
Tent, shelter half, w/guy line, tentpole and five tent pins	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
SUPPLEMENTARY INDIVIDUAL COMBAT EQUIPMENT																							
Bayonet M1 and scabbard	1	1	----	1	1	1	1	----	----	1	1	1	1	1	1	1	1	1	1	----	35	42	154
Knife. w/sheath	----	----	1	----	----	----	----	1	1	----	----	----	----	----	----	----	----	----	----	1	10	14	47
Belt, pistol w/magazine pocket	----	----	1	----	----	----	----	1	1	----	----	----	----	----	----	----	----	----	----	1	1	14	20
Belt, cartridge, Cal. 30	1	1	----	----	1	1	1	----	----	1	1	1	1	1	1	1	1	1	1	----	26	42	127
Belt, magazine, M1937, f/BAR	----	----	1	1	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	18	----	54
Book, field message, NMC 694 QM [2]	1	----	----	----	----	1	1	----	----	----	1	1	----	2	----	----	1	----	2	1	9	13	47
Case, dispatch and map	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	1	2	2	11
Compass, lensatic, w/case	1	1	----	----	----	1	1	----	----	----	1	----	----	----	----	----	1	----	----	1	15	11	59
Cutters, wire, w/carrying case	1	----	----	----	----	----	----	----	----	----	----	----	----	1	----	----	----	----	----	----	3	----	10
Glasses, field, w/case and strap	----	----	----	----	----	----	----	----	----	----	1	----	----	1	----	----	----	----	----	1	1	5	12
Mask, gas, protective	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Magazines, BAR	----	----	13	12	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	225	----	675
Pistol, automatic, Cal. 45, w/3 magazines, and holster	----	----	----	----	----	----	----	1	1	----	----	----	----	----	----	----	----	----	----	1	1	14	20
Rifle, U. S. cal. 30, M1, w/combination tool and oil and thong case	1	1	----	1	1	1	1	----	----	1	1	1	1	1	1	1	1	1	1	----	35	42	154
Rifle, automatic, cal. 30, Browning, complete, with spare parts and accessories kit	----	----	1	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	9	----	27
Tool, intrenching, w/carrier [3]	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	45	56	201
Watch, wrist, luminous dial	----	----	----	----	----	----	----	----	----	----	----	----	----	1	----	----	1	----	1	1	1	2	14
Whistle	1	----	----	----	----	1	1	----	----	----	1	----	----	----	----	----	----	----	----	1	6	11	32
Launcher, grenade, rifle	----	----	----	----	1	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	9	----	27
ORGANIC COMBAT EQUIPMENT																							
Barrels, spare, f/gun, machine, cal. 30, Browning, M1919A4, w/carrier	----	----	----	----	----	----	1	----	----	----	----	----	----	----	----	----	----	----	----	----	----	6	6
Box, ammunition, f/machine gun	----	----	----	----	----	----	1	1	1	2	----	----	----	----	----	----	----	----	----	----	----	28	28
Brassard, MP or SP [4]	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	50
Chest, spare parts, f/machine gun	----	----	----	----	----	----	----	----	----	----	1	----	----	----	----	----	----	----	----	----	----	3	3
Gun, machine, cal. 30, Browning, M1919A4	----	----	----	----	----	----	----	----	1	----	----	----	----	----	----	----	----	----	----	----	----	6	6
Nightstick, police [4]	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	50
Rod, cleaning, machine gun	----	----	----	----	----	----	1	----	----	----	----	----	----	----	----	----	----	----	----	----	----	6	6
Tripod f/machine gun, M1919A4	----	----	----	----	----	----	----	1	----	----	----	----	----	----	----	----	----	----	----	----	----	6	6

[1] Where the field transport pack is carried an additional blanket may be carried as prescribed by the landing party commander.
[2] Standard Navy message blanks may be furnished in lieu of book, field message, N C 694 QM.
[3] Shovel, pick mattock, or machete.
[4] For police duty only.

SECTION II

INDIVIDUAL CLOTHING AND UNIFORMS

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4–4 UNIFORMS AND CLOTHING, GENERAL.—*a.* Uniforms and clothing worn by members of the naval landing party will depend upon the mission assigned and the nature of the contemplated operation. The uniform to be worn is prescribed by the commander of the landing force. It will normally conform to those described in paragraphs 4–5, 4–6, 4–7, and 4–8.

b. When engaged in field operations, shore patrol, or parades and ceremonies on foreign soil, each individual of the landing party represents the United States to the foreign observer. Proper wearing of the uniform will result in a smart overall appearance and military manner. Unit commanders should insure a uniformity of dress among the personnel of their unit.

4–5 UNIFORM, COMBAT.—Where the landing party is engaged in landings involving limited field operations, the uniform shown in table 2 below is appropriate.

4–6 UNIFORMS, GUARD AND POLICE DUTY.—*a.* Where the landing party is engaged primarily in guard or police duty during disturbances which may involve fighting, the uniform shown in table 2 is normally worn.

b. If the landing party is engaged in guard or police duty of a routine nature, the uniform shown in table 3 is normally worn.

TABLE 2.—*Combat uniform*

WARM-WEATHER OPERATIONS

U. S. Navy				U. S. Marine Corps	
Officers	Chief warrant and warrant officers	Chief petty officers	Enlisted	Officers	Enlisted
Working, khaki	Working, khaki	Working, khaki	Dungarees	Utility	Utility.
COLD-WEATHER OPERATIONS					
Service dress, blue, A or B. Overcoat [1]	Service dress, blue, A or B. Overcoat [1]	Service dress, blue, A or B. Overcoat [1]	Undress, blue, A or B Peacoat [1]	Utility with field jacket.[1]	Utility with field jacket.[1]

[1] Selected items of special winter clothing and foul-weather clothing may be worn as prescribed by the landing party commander, in addition to or in lieu of clothing prescribed above.

4–7 UNIFORM, PARADES AND CEREMONIES.—Where the landing party is engaged primarily in parades and ceremonies, the uniform shown in table 3 below is normally worn.

4–8 UNIFORM, COLD-WEATHER AND SPECIAL OPERATIONS.—Where deemed necessary by the landing party commander, additional articles of clothing for cold weather or special operations may be issued.

TABLE 3.—*Parades and ceremonies uniform*

WARM-WEATHER DUTY

U. S. Navy				U. S. Marine Corps	
Officers	Chief warrant and warrant officers	Chief petty officers	Enlisted	Officers	Enlisted
Service dress, white	Service dress, white	Service dress, white	Undress, white, A	Summer service	Same.
COLD-WEATHER DUTY					
Service, dress, blue, A or B.	Service, dress, blue, A or B.	Dress, blue, A or B	Dress, blue, A or B	Undress, blue	Same.

SECTION III

THE MARINE CORPS PACK, M1941

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The baggage pack, assembly	4–17	192
The knapsack musette pack, assembly	4–18	192
The knapsack pack, hand-carried, assembly	4–19	192

4–9 NOMENCLATURE AND DESCRIPTION.—*a.* The pack, Marine Corps M1941, complete, consists of the haversack (fig. 11), the knapsack (fig. 12), and the belt suspenders (fig. 13). It is issued as basic individual combat equipment to both officer and enlisted personnel of the naval landing party battalion.

b. The haversack (fig. 14) is designed to carry the personal articles required when going ashore for combat. When the blanket roll is not carried, the side blanket roll straps may be buckled together around the haversack to secure them. The top blanket roll strap is tightly rolled and secured at the top of the pack. When packed, the inside flaps, front and rear, fold over to protect the contents. The articles normally secured to or carried in the haversack include the following:

(1) Intrenching tool, with carrier, hooked to intrenching tool attachment and secured by intrenching tool strap.

(2) Poncho, folded and inserted in haversack to act as a pad against the back.

(3) Meat can with cover.

(4) Knife, fork, spoon.

(5) One pair of socks.

(6) One undershirt.

(7) One drawers.

(8) Towel.

(9) Toilet articles.

(10) Extra pair shoe laces.

(11) One day's rations.

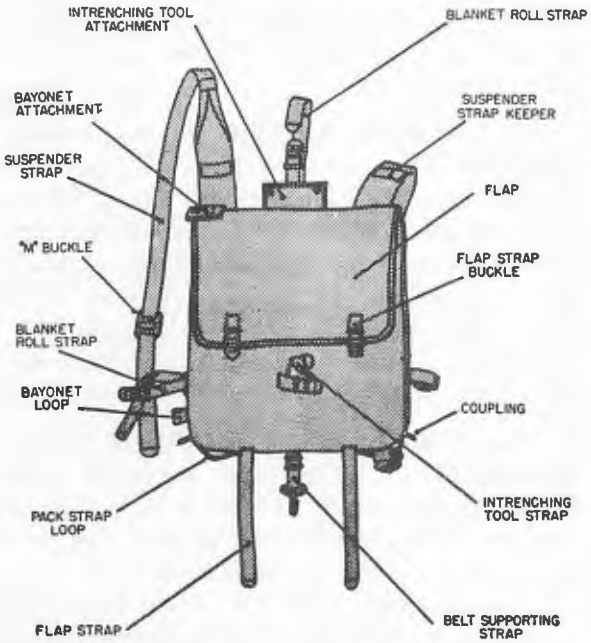

FIGURE 11.—The haversack.

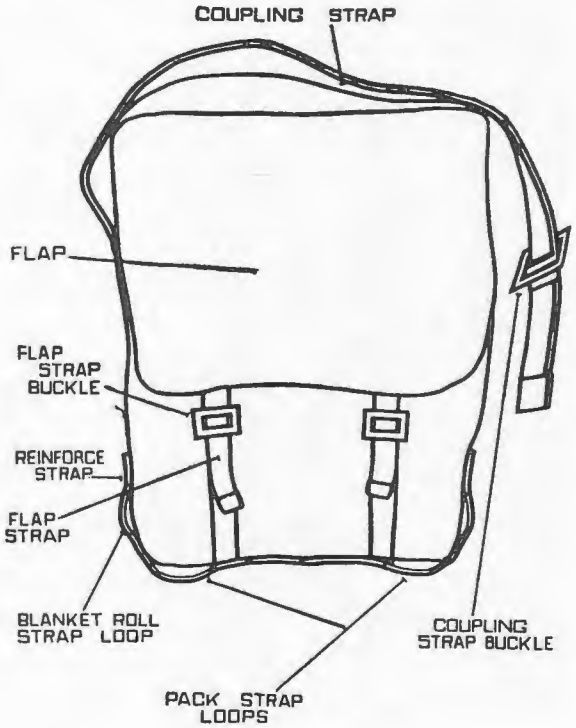

FIGURE 12.—The knapsack.

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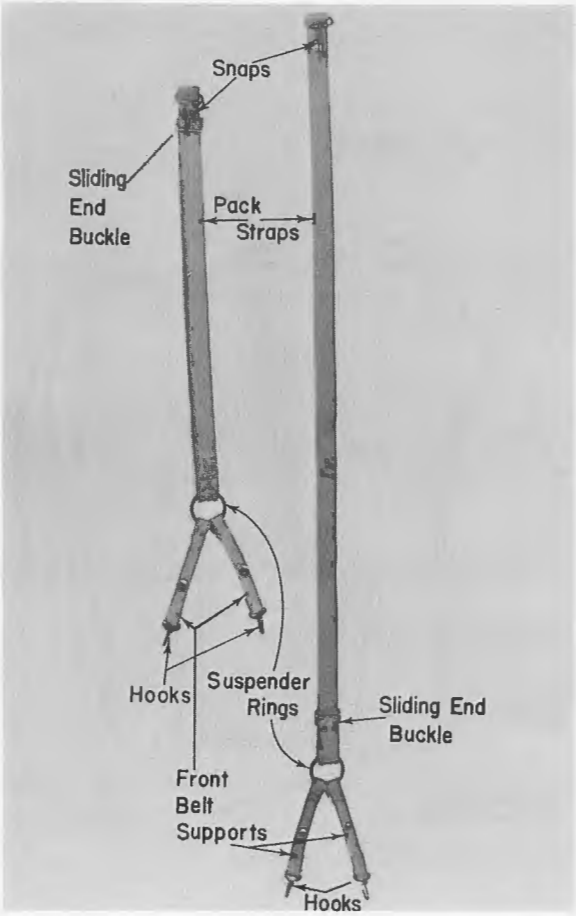

FIGURE 13.—The belt suspenders.

c. The knapsack (fig. 15) is designed to carry the extra clothing which cannot be carried in the haversack, particularly when sea bags cannot be transported, or when traveling by ship or rail and sea bags are not accessible. The following articles are usually carried in the knapsack:

(1) One pair of shoes.
(2) One pair of trousers.
(3) Two shirts or jumpers.
(4) Two pairs of socks.
(5) Two undershirts.
(6) Two drawers.

d. Belt suspenders assist in supporting one of the following with its appendages:

(1) Belt, cartridge, caliber .30 rifle (fig. 16).
(2) Belt, pistol, web.
(3) Belt, BAR.

e. The blanket roll, when carried with the pack, may be made up as either a short or a long roll.

(1) *Short blanket roll.*—(*a*) Components: one blanket; one line, guy, shelter tent; five pins, shelter tent; one pole, shelter tent; one tent, shelter half; two straps, shelter tent.

(*b*) To assemble: Lay out the shelter half. Fold the blanket and place the poles, pins, and guy line as shown in figure 17. The width of the folded blanket should be the length of the extended tent pole. Roll from the bottom edge of the tent and secure with shelter tent straps.

(*c*) Uses: Component of field marching pack and baggage pack.

(2) *Long blanket roll.*—(*a*) Components: one (or two) blanket(s); one line, guy, shelter tent; five pins, shelter tent; one pole, shelter tent; one tent, shelter half; two straps, shelter tent.

(*b*) To assemble: Lay out the shelter half. Fold the blanket in half and lay out with pole, pins, and guy line as shown in figure 18. Roll from the bottom edge of the tent and secure with shelter tent straps.

(*c*) Use: Component of the field transport pack.

f. The bayonet with scabbard will not be carried on the haversack bayonet attachment when the pack is worn. Because of the difficulty involved in fixing the bayonet from this position, it will always be worn in the same position as when the pack is not worn. See par. 4–23*a*.

4–10 MARINE CORPS PACK, M1941, ASSEMBLIES.—Several types of pack can be made from the Marine Corps Pack, M1941. The most useful of these are the light marching pack, the marching pack, the field marching pack, the transport pack, and the field transport pack. The knapsack pack, the baggage pack, the knapsack musette pack, and the hand-carried knapsack are used for special situations.

4–11 THE LIGHT MARCHING PACK, ASSEMBLY.—*a.* The light marching pack (fig. 20) consists of the haversack, supported by its own suspender straps. It may be used with or without the cartridge belt.

b. To assemble the light marching pack, pass the free ends of the haversack suspender straps

FIGURE 14.—The haversack and contents.

through the top slot of the "M" buckles, then down through the second slot. (The top of the "M" buckle is that part with the snap hole on it.) The "M" buckle should be placed so its top faces the top of the pack.

c. Pass the free ends of the haversack suspender straps through the pack strap loops from front to rear, having first given them a half turn inward to make them lie flat against the body. (The front of the pack is that part which rests on the man's back.)

d. Pass the free ends of the haversack suspender straps up through the third slot from the top on the "M" buckle, then down through the fourth slot from the top. Adjust to fit.

4–12 THE MARCHING PACK, ASSEMBLY.—*a.* The marching pack (fig. 21) consists of the haversack, belt suspenders, and belt. The marching pack is used in combat and on marches and field exercises not involving bivouac.

b. To assemble the marching pack, pass the free ends of the haversack suspender straps up through the top slot of the "M" buckles, then down through the fourth slot.

c. Pass the free ends of the haversack suspender straps through the belt suspender rings. Double the haversack suspender straps back upon themselves and pass them through the keepers on the broad parts of the suspenders.

d. Pass the end of the belt suspender pack straps through the haversack pack strap loops from front to rear. (Note that belt suspenders DO NOT PASS OVER THE SHOULDER. They pass under the pack and support it.) Give the pack straps a half turn inward before passing them through the loops.

e. Cross pack straps behind haversack.

FIGURE 15.—The knapsack and contents.

f. Couple belt suspender snaps into haversack suspender "M" buckle snap holes.

g. Adjust length of pack straps and haversack suspender straps. For this pack they must be almost as short as adjustments permit.

h. Try on pack without cartridge belt and adjust until comfortable. The belt does not help carry the pack when it is properly adjusted. The pack helps carry the belt. Therefore, the pack should always be adjusted before fastening the belt around the waist.

i. Put on belt and fasten belt suspender hooks into eyelets along top edge of belt. Each man should determine which eyelets he should use to make the pack comfortable. Short waisted men will usually fasten them into the second and third eyelets. The front supporting strap should tend to pull the suspender ring away from the armpit. The other supporting strap should be spaced to conform to the front straps.

j. Hook the haversack belt supporting strap into the center rear eyelet in the belt.

4–13 THE FIELD MARCHING PACK, ASSEMBLY.—*a.* The field marching pack (fig. 22) consists of the marching pack and the short blanket roll. It is carried on marches and field exercises involving bivouac.

b. To assemble the field marching pack, first assemble the marching pack as described in paragraph 4–12.

c. Assemble the short blanket roll as described in paragraph 4–9*e* (1) (*b*).

d. Bend blanket roll around sides and top of haversack so the free edge of shelter half is on top, opening to the rear.

e. Secure blanket roll to haversack with blanket roll straps.

4–14 THE TRANSPORT PACK, ASSEMBLY.—*a.* The transport pack (fig. 23) consists of the marching pack and the knapsack. It may be used when traveling by rail, ship, or other transport when blankets are not required, or for field exercises when slow movement due to extra weight is not of importance.

b. To assemble the transport pack, pass the knapsack coupling strap through the two haversack couplings, draw up snugly, and buckle.

c. Pass end of belt suspender pack strap through knapsack pack strap loops as described for the haversack in paragraph 4–11*d*.

d. Cross pack straps behind haversack.

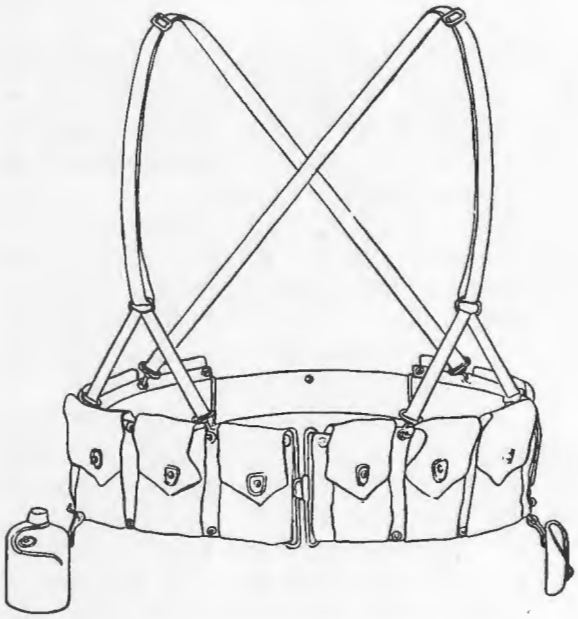

FIGURE 16.—Belt suspenders supporting a belt.

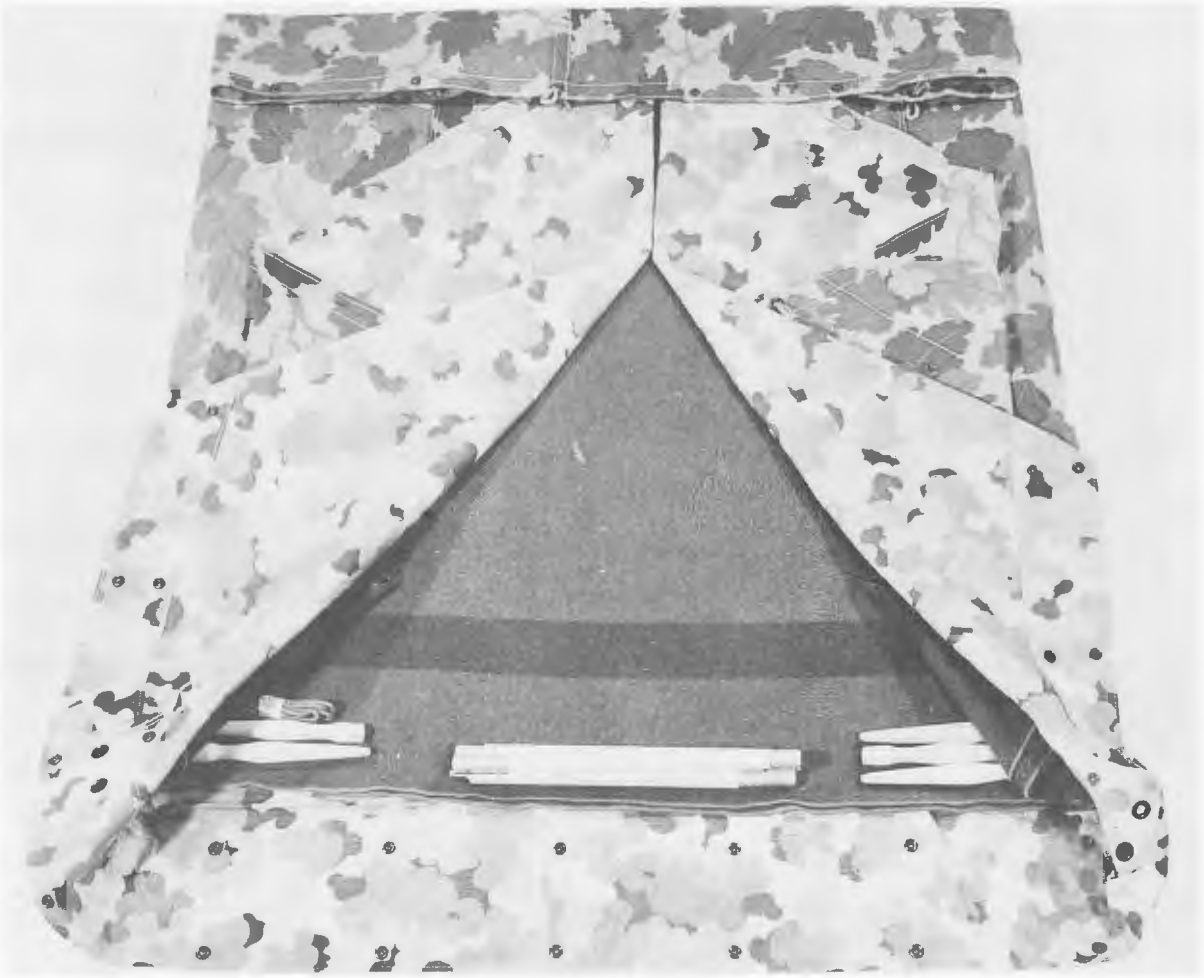

FIGURE 17.—Blanket roll, short, method of rolling.

e. Couple pack strap snaps into haversack suspender "M" buckles.

f. Adjust length of pack straps and haversack suspender straps. For this pack, the straps must be lengthened almost to their limit.

g. Try on pack without belt as described in paragraph 4–12*h*.

h. Put on belt and fasten hooks as described in paragraph 4–12*i*.

4–15 THE FIELD TRANSPORT PACK, ASSEMBLY.—*a.* The field transport pack (fig. 24) consists of the transport pack and the long blanket roll. It is used when traveling by rail, ship, or other transport, and for field exercises when slow movement due to extra weight is unimportant.

b. To assemble the field transport pack, first assemble the transport pack as described in paragraph 4–14 above.

c. Shape long blanket roll to pack as de scribed in paragraph 4–13*d*.

d. Secure long blanket roll to haversack by top blanket roll strap and to knapsack by side blanket roll straps.

4–16 THE KNAPSACK PACK, ASSEMBLY.—*a.* The knapsack pack (figs. 25 and 26) consists of the knapsack, belt, and belt suspenders. This pack can be used when other equipment must be carried on the shoulders. Figure 26 shows a packset radio carried by its own suspenders above the knapsack pack.

b. To assemble the knapsack pack, pass the belt suspender pack straps downward through the pack strap loops in the knapsack reinforcing band.

c. Couple the pack strap snaps into the top eyelets of the belt in rear so the reinforcing band is supported by the belt (fig. 25).

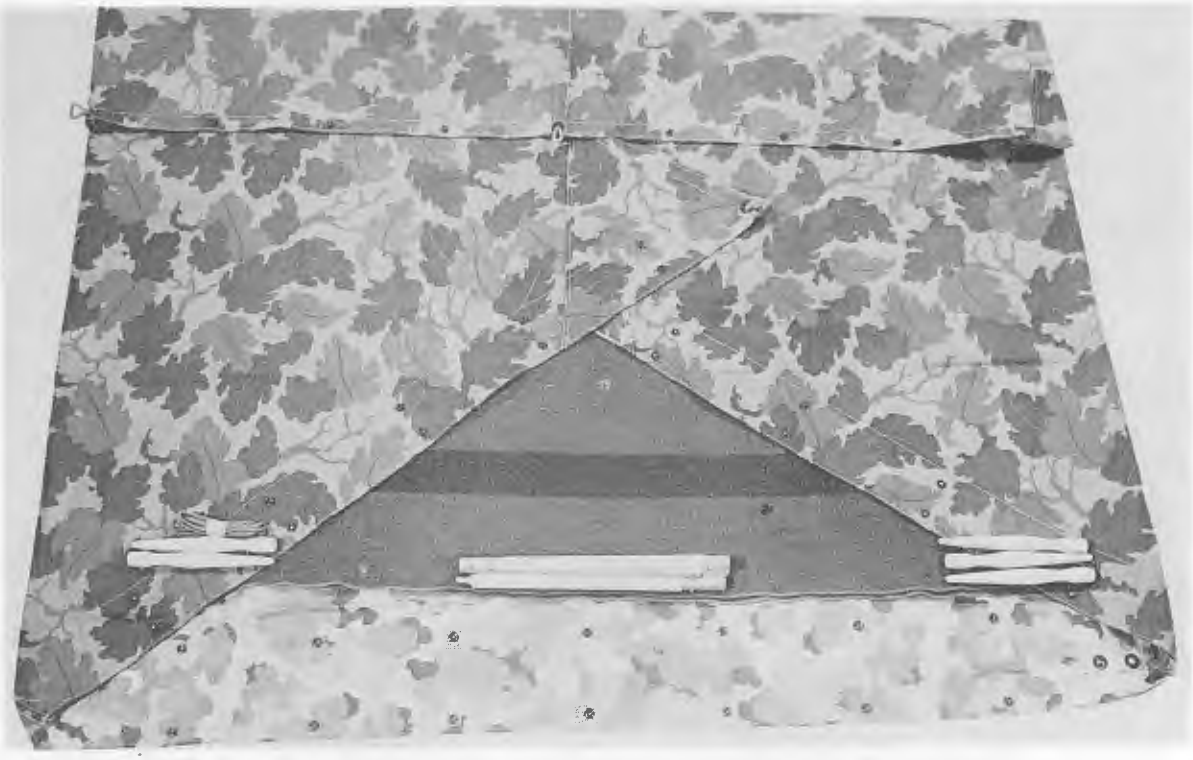

FIGURE 18.—Blanket roll, long, method of rolling.

FIGURE 19.—Blanket rolls, long and short, rolled.

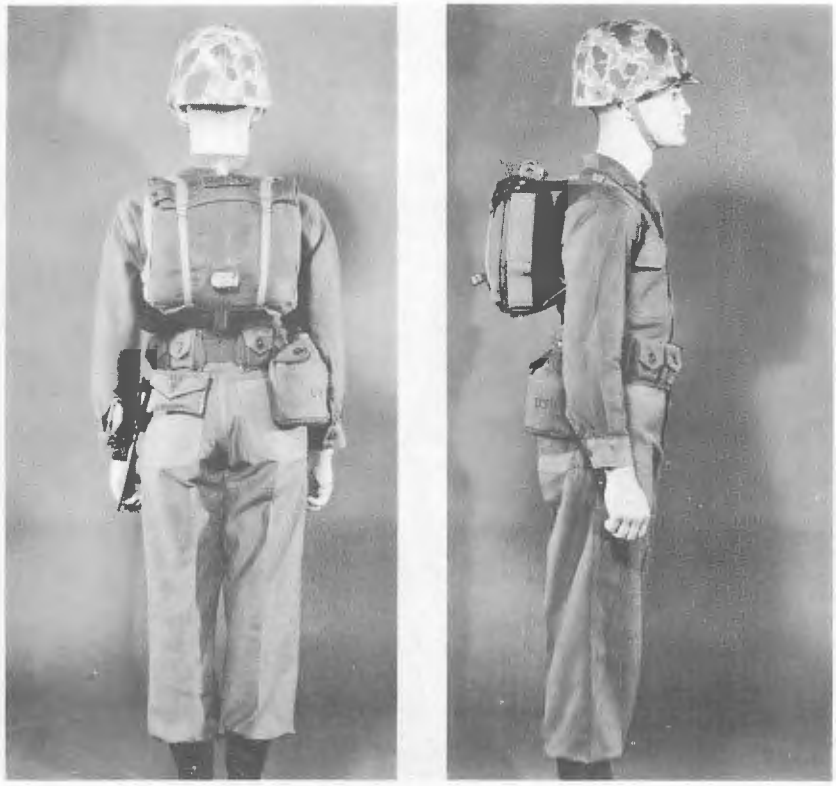

FIGURE 20.—The light marching pack (see par. 4-9 *f*).

FIGURE 21.—The marching pack (see par. 4-9*f*.).

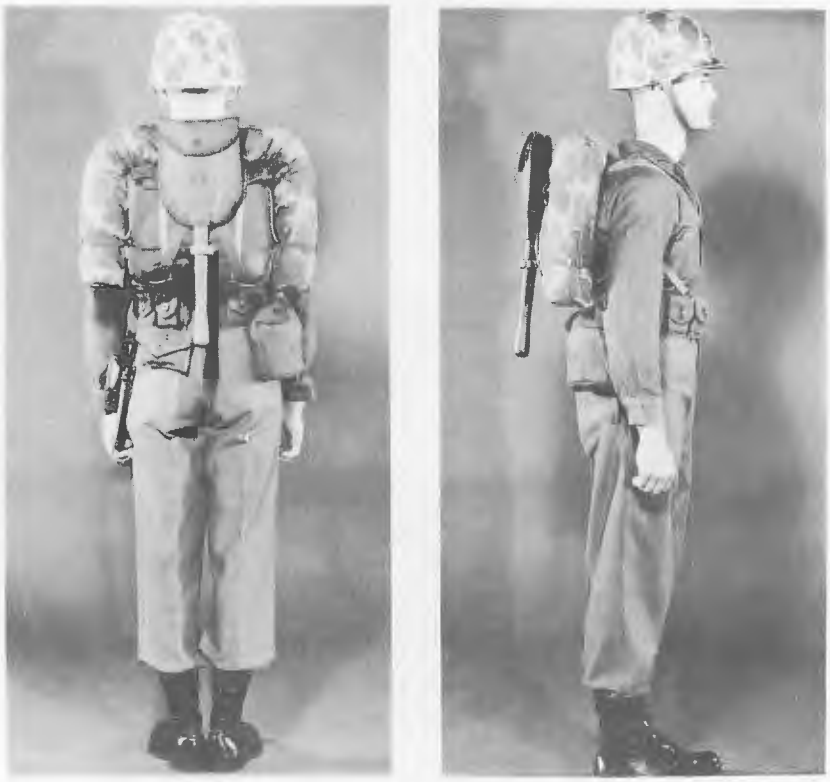

FIGURE 22.—The field marching pack (see par. 4-9 *f*.).

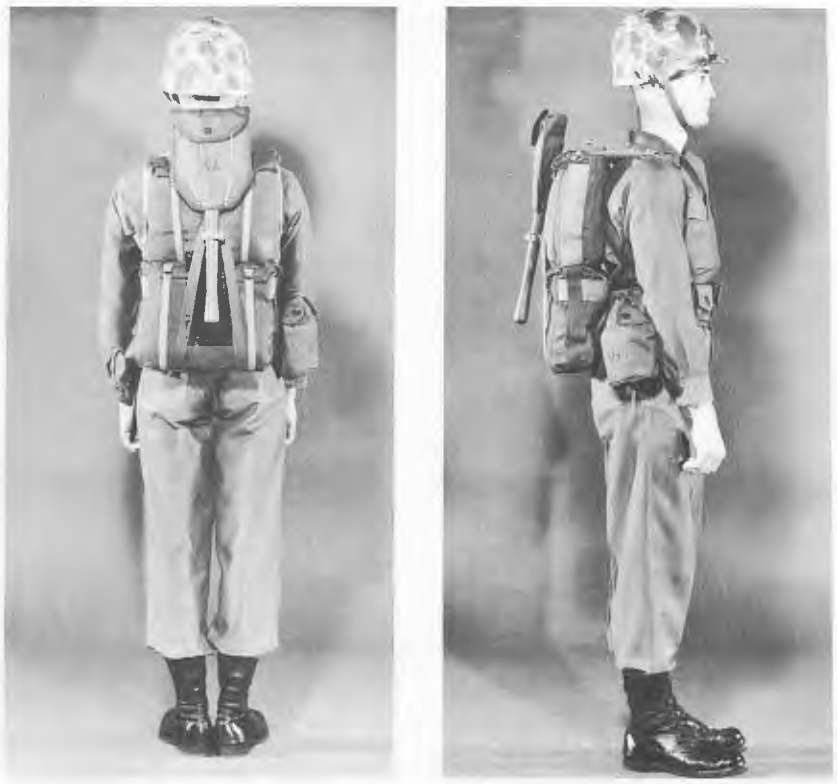

FIGURE 23.—The transport pack (see par. 4-9 *f.*).

FIGURE 24.—The field transport pack (see par. 4-9 *f.*).

FIGURE 25.—Knapsack pack (diagram).

d. Cross the suspenders, pass them over the shoulders, and fasten belt supporting hooks into belt eyelets. In this case the belt supports the pack.

4–17 THE BAGGAGE PACK, ASSEMBLY.—*a.* The baggage pack (fig. 27) consists of the knapsack and short blanket roll. It is not man-carried, but used to secure equipment left behind, to be moved ashore or transported forward.

b. To assemble the baggage pack, first assemble the short blanket roll.

c. Attach blanket roll to knapsack with the two side blanket roll straps. Pass the coupling strap over the top of the blanket roll and buckle in place.

4–18 THE KNAPSACK MUSETTE PACK, ASSEMBLY.—*a.* The knapsack musette pack (fig. 28) consists of the knapsack, with the web trouser belt for a sling.

FIGURE 26.—The knapsack pack with packset radio.

b. To assemble the knapsack musette pack, buckle the trouser belt to the coupling strap and coupling strap buckle.

c. Sling across shoulder.

4–19 THE KNAPSACK PACK, HAND CARRIED, ASSEMBLY.—*a.* The knapsack pack, hand carried, consists only of the knapsack.

b. It is assembled by buckling the coupling strap into the coupling strap buckle. The strap is used as a handle.

FIGURE 27.—The baggage pack.

FIGURE 28.—The knapsack musette pack with web trouser belt.

SECTION IV

WEARING OF EQUIPMENT

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4–20 INTRODUCTION.—*a.* Combat equipment is worn or carried in a specified standard manner for convenience, uniform appearance, and ease of inspection.

b. A smart appearance and military manner are closely associated with proper wearing of equipment. Unit commanders should, by frequent inspections, constantly strive to maintain high equipment standards.

4–21 THE HELMET.—*a.* The helmet (fig. 29) with its liner is always worn in combat. For police and guard duty, or parades and ceremonies, the liner alone may be worn if prescribed by the commander of the landing party.

b. The helmet, properly worn, affords maximum protection to the forehead, temples, and back of the neck. The liner headband, helmet chinstrap, and liner chinstrap must be adjusted to the head size of the wearer. Proper fit is described below and illustrated in figure 29.

(1) Set squarely on the head with:

(*a*) Forward edge of the helmet on line and level with the eyebrows.

(*b*) Rear edge of the helmet low over the neck and parallel to the deck.

(*c*) Lobe of the ear (only) showing.

(2) Chin strap of the helmet firmly fastened on the point of the chin.

(3) Liner chin strap tightly secured over the front edge of the helmet.

4–22 THE PACK.—*a.* Section III of this chapter describes the various types of pack which can be made from the Marine Corps Pack, M1941. Figures 20 through 28 illustrate these packs, the manner of wearing and methods of assembly.

b. An ill-fitting or incorrectly worn pack will chafe and fatigue the wearer because of unequal weight distribution.

c. The pack should be worn as outlined below:

(1) Top of the haversack at right angles to the neck and even with the shoulder level of the wearer. If the top of the haversack is lower than the shoulders, the suspender straps must be shortened. If the top of the haversack is too high, the suspender straps must be lengthened.

(2) Sides of the haversack and knapsack should be parallel to the long axis of the body.

(3) When the field marching pack or field transport pack is carried, the blanket roll should not ride too high or it will dislodge the helmet.

(4) The blanket roll should be rolled as tightly as possible, its ends evenly alined on both sides, the free edge up and to the rear. Blanket roll straps should be tightly secured with no loose ends showing.

(5) Contents should be packed so hard items do not dig into the back. This can be accomplished by placing the poncho and clothing on the side nearest the wearer's back.

4–23 INDIVIDUAL EQUIPMENT.—Individual equipment is worn as prescribed below:

a. Bayonet and scabbard.—On the cartridge belt. Scabbard hooked opposite the left hip, with bayonet ring to the front.

b. Canteen, canteen cup, and cover.—On the BAR or cartridge belt—hooked to eyelets at a point over the right buttock. On pistol belt—hooked to eyelet over left buttock.

c. Case, dispatch, and map.—Resting on the right buttock, suspended from the left shoulder.

d. Cutters, wire and carrier.—Attached to the belt (cartridge, pistol) between the right hip and the buckle.

FIGURE 29.—The helmet.

e. Flashlight.—In the haversack.

f. Glasses, field, with case.—On the left side of the wearer. They may be worn on the belt (without carrying strap) or suspended by the carrying strap over the right shoulder.

g. Holster and pistol.—Hooked to the eyelets of the pistol belt at the right hip.

h. Intrenching tool and carrier.—Hooked to the haversack intrenching tool attachment and secured by the intrenching tool strap.

i. Kit, spare parts, and accessories, BAR.—Hooked to the eyelets on the BAR belt in front of the right hip.

j. Machete and sheath.—(1) When no intrenching tool is carried—in the same position as the intrenching tool.

(2) When intrenching tool is carried—hooked to the belt eyelets at the left hip.

k. Mask, field protective (gas mask) (fig. 30).—The mask may be carried in one of four positions; side carry, leg carry, chest carry, or back carry. The side carry is ordinarily used by infantry troops.

(1) *Side carry.*—In this position the mask is ready for instant use. The mask is slung at this position in the following manner (fig. 31).

(*a*) Hold the carrier in your left hand, by the shoulder chape, about waist high (shoulder chape has one D-ring, body chape two) with the carrier flap inboard. Straighten the shoulder strap. Hold it extended in your right hand by

FIGURE 30.—Mask, protective M9A1.

the snap. Pass it behind your left shoulder and head, then over your right shoulder. Fasten the snap to the D–ring of the shoulder chape. Then adjust and fasten the body strap around your waist. Snap it to the body chape.

(*b*) The shoulder strap should be adjusted so the top edge of the carrier is about one hand width below your armpit.

(*c*) When worn with the pack, sling the pack first, then the mask.

(2) *Leg carry* (fig. 32, left insert).—Hold the carrier, in your left hand by the shoulder chape, against your left hip, flap inboard. Reach behind you with your right hand to grasp the shoulder strap. Bring it around your waist, snap it to the D-ring on the shoulder chape and adjust for a snug fit. Shorten the body strap, wrap it twice around your left thigh and fasten the snap to the D-ring of the body chape nearest the carrier.

(3) *Back carry* (fig. 32, center).—Hold the carrier waist high in your left hand by the body chape. Hold it in front of you with the carrier flap away from your body. Grasp the shoulder chape with your right hand. Swing the carrier around behind your right shoulder to a position well up on your back (above the pack, if worn). Release the shoulder chape, reach around your right side, with your right hand, and grasp the shoulder strap. Bring it around your right side, under your right arm, across your body, and fasten it to the D-ring of the body chape to the left of your neck. Then, with your right hand, reach over your right shoulder and grasp the shoulder chape. With your left hand, reach around your left side and take the body strap. Bring the body strap under your left arm, across your chest and fasten it to the D-ring of the shoulder chape to the right of your neck. Adjust both straps to hold the carrier high on your back.

(4) *Chest carry* (fig. 32, right insert).—Hold the shoulder chape waist high with the carrier flap to the right. Fasten the body strap to the shoulder chape and the shoulder strap to the body chape. Slip your right hand beneath the strap nearest the right side of your body, and your left under the one nearest your left side. By straightening your arms forward and up,

Side carry, first step

Side carry, second step

FIGURE 31.—Side carry.

Leg carry

Back carry

Chest carry

FIGURE 32.—Leg, back, and chest carry.

slip the straps up over your elbows. Bend your head and slip the crossed straps behind your neck. Place the carrier on your chest. Straighten the straps and adjust for a snug fit.

l. Pockets, magazine, f/pistol or carbine.—Attached to the belt on the left of the buckle, open ends up, flap closed.

m. Packet, first aid, and pouch.—(1) On the cartridge belt—hooked to eyelets under the fifth pocket to the left of buckle.

(2) On the BAR belt—hooked to eyelets on the belt at the left hip.

(3) On the pistol belt—hooked to eyelets on the belt in rear of the left hip.

n. Rod, cleaning, machine gun.—On the haversack.

SECTION V

DISPLAY OF EQUIPMENT

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4–24 EXAMINATION OF EQUIPMENT IN RANKS (figs. 33, 34, and 35).—*a.* Equipment is examined in ranks when the commander desires to inspect the pack, its contents and the items of individual equipment carried by each man. Such an inspection affords an opportunity to check the condition of equipment and to see that each individual has the necessary items in his possession.

b. The two methods of examining equipment in ranks are:

(1) Inspection of equipment which is being worn by the individual.

(2) Inspection of equipment which has been displayed on the ground by the individual.

c. When equipment is to be inspected on the individual, the commander causes his unit to prepare for inspection. The inspection is then conducted as prescribed for the company (ch. 3, par. 3–39).

d. When equipment is to be displayed for inspection, the commander causes his unit to prepare for inspection as prescribed in chapter 3, paragraph 3–40. The equipment is then laid out as described below:

(1) At the command, DISPLAY EQUIPMENT, the pack assembly is uncoupled so its major components, blanket roll, knapsack, haversack, belt and suspenders are free from each other.

(2) Each man then unrolls his blanket roll. He places the shelter half on the ground to his left front with the triangular ends folded under and the ground edge of the shelter half to the front.

(3) The blanket(s) are then folded as shown in figures 33, 34, and 35, and placed on top of the shelter half. The manner of folding the blanket(s) will vary, as shown, depending upon the type of pack worn when equipment is examined in ranks. If any pack which does not include the blanket roll is displayed, the poncho will be placed on the ground in lieu of the shelter half and blanket(s).

(4) Each man then removes all equipment on the belt. He places the belt in the center of and 6 inches from the forward edge of the blanket. The ammunition pouches are up, flaps closed, the top of the belt to the front. The suspenders are crossed just behind the belt as shown.

(5) *Field marching pack display* (fig. 33).—Each man then removes the contents of his haversack, detaches his intrenching tool and carrier, and places the haversack on the blanket, flap side up, top to the front, approximately 8 inches behind the right half of the belt. (NOTE.—Directions such as front, right, left, etc., are as seen by the man as he stands in ranks.) Each man then places his poncho, single fold to the front, on top of the haversack. On the poncho he places his towel, and on that his extra boot laces, sewing kit, and toilet articles. The articles of clothing carried in the haversack are then placed behind the left half of the belt in the following manner overlapping from rear to front:

(*a*) Drawers, folded, single fold to the front, name visible.

(*b*) Undershirts, folded, single fold to the front, name visible.

(*c*) Socks, foot folded under, name visible across the top weave which is folded under to the level of the name. The description of how the remainder of the weapons and equipment is placed is continued, beginning with paragraph (7), below:

(6) *Field transport pack display* (fig. 34).—The articles of clothing described in paragraphs (5) (a), (b), and (c) above are laid out in the same manner, but below the haversack, overlapping forward to cover the right half of the belt (fig. 34). The knapsack is then placed

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FIGURE 33.—Field marching pack displayed for inspection (as seen by the inspecting officer).

approximately 8 inches behind the left half of the belt, parallel to and in the same manner as the haversack. The shoes, with the right sole down and left sole up, are placed just to the rear of the knapsack. The tops are turned back so the name is visible. The left shoe is on top of the right with its toe pointing left. The toe of the right shoe, on the bottom, points right. Other clothing from the knapsack is placed, starting on the knapsack and overlapping over the left of the belt, in the following manner:

(*a*) Trousers, single fold to the front, fly folded back to disclose name.

(*b*) Shirts, single fold to the front, sleeves folded under, name visible.

(*c*) Drawers, single fold to the front, name visible.

(*d*) Undershirts, single fold to the front, name visible.

(*e*) Socks, foot folded under, name visible across the top weave which is folded under to the level of the name. The description of how the remainder of the weapons and equipment is placed is continued, beginning with paragraph (7), below:

(7) Rations, if carried, are placed just behind the belt between haversack and knapsack. (If a field marching pack, between the haversack and clothing.)

(8) The following articles are then placed on the blanket in the center, starting at the top of the blanket, in the following order:

(*a*) Shelter tent pole, folded with pointed end to the right.

(*b*) Shelter tent pins, pointed ends alternating in direction.

FIGURE 34.—Field transport pack displayed for inspection (as seen by the inspecting officer).

(*c*) Guy rope, rolled and tied, long axis of roll left to right.

(*d*) Meat can, with handle closed, hinge to the left.

(*e*) Meat can cover, ring to the left.

(*f*) Knife, fork, and spoon, handles to the left, sharp edge of knife toward fork.

(*g*) First-aid pouch, snaps up, flap open and pointing rear.

(*h*) First-aid packet, on the open flap of the first-aid pouch, ring up and to the front.

(*i*) Canteen cup to left of the meat can cover. Canteen to right of the meat can cover. The concave curves of both are to the right.

(9) The rifle or automatic rifle is placed on the right edge of the blanket. The muzzle, facing rear, is one inch from the rear edge of the blanket. The sling faces left. The butt plate cap is open. The oil and thong case and combination tool are displayed forward of the butt plate (Fig. 33).

(10) In the space between the weapon and the articles in the center of the display, each man places the following articles in the order listed, starting from the top of the blanket:

(*a*) Gas mask, carrier opened and facepiece out, facepiece just below the carrier with inside up.

(*b*) Canteen cover, snaps up, flaps open and down, to the right of the canteen.

(11) On the left center of the blanket, the following articles are placed as described below from rear to front:

(*a*) Intrenching tool carrier, snap up, flap open and facing rear.

(*b*) Intrenching tool, on body of the carrier, folded with handle on top, handling end of handle pointing forward.

(12) On the left edge of the blanket are placed the following articles, from rear to front:

(*a*) Helmet, steel, w/liner and cover, camouflage, one inch from rear and left edges of blanket, top side up, forward edge facing forward. This is not displayed if no other headgear is available for wear during inspection.

(*b*) Scabbard, bayonet, parallel to left edge of blanket, pointing rear, hooks down, centered on helmet.

(*c*) Bayonet, parallel to left edge of blanket, pointing rear, sharp edge to the right, continuing the line formed by the scabbard.

(13) All equipment then being displayed, the man assumes the position of attention, toes just behind the right rear edge of his shelter half, facing the inspecting officer.

(14) The foregoing paragraphs and figures 33 and 34 display basic items of combat equipment. There are, however, certain items of equipment peculiar to individual combat duties. These articles must also be displayed. Their placement is described below or shown in figure 35.

(*a*) Kit, spare parts and accessories, BAR; in the position shown for the combination tool and oil and thong case. The kit will be displayed with cover open.

(*b*) Magazines, BAR; remain in belt pockets.

(*c*) Field (or pea) jacket; when field (or pea) jacket is carried in the roll in lieu of the second blanket, it will be displayed folded parallel to and along the extreme left edge of the blanket.

(*d*) Tags, identification; slung around the neck but exposed for inspection.

4–25 EXAMINATION OF EQUIPMENT ON THE BUNK (fig. 36). Equipment is inspected on the bunk for the same reasons it is inspected in ranks. It furnishes a means of

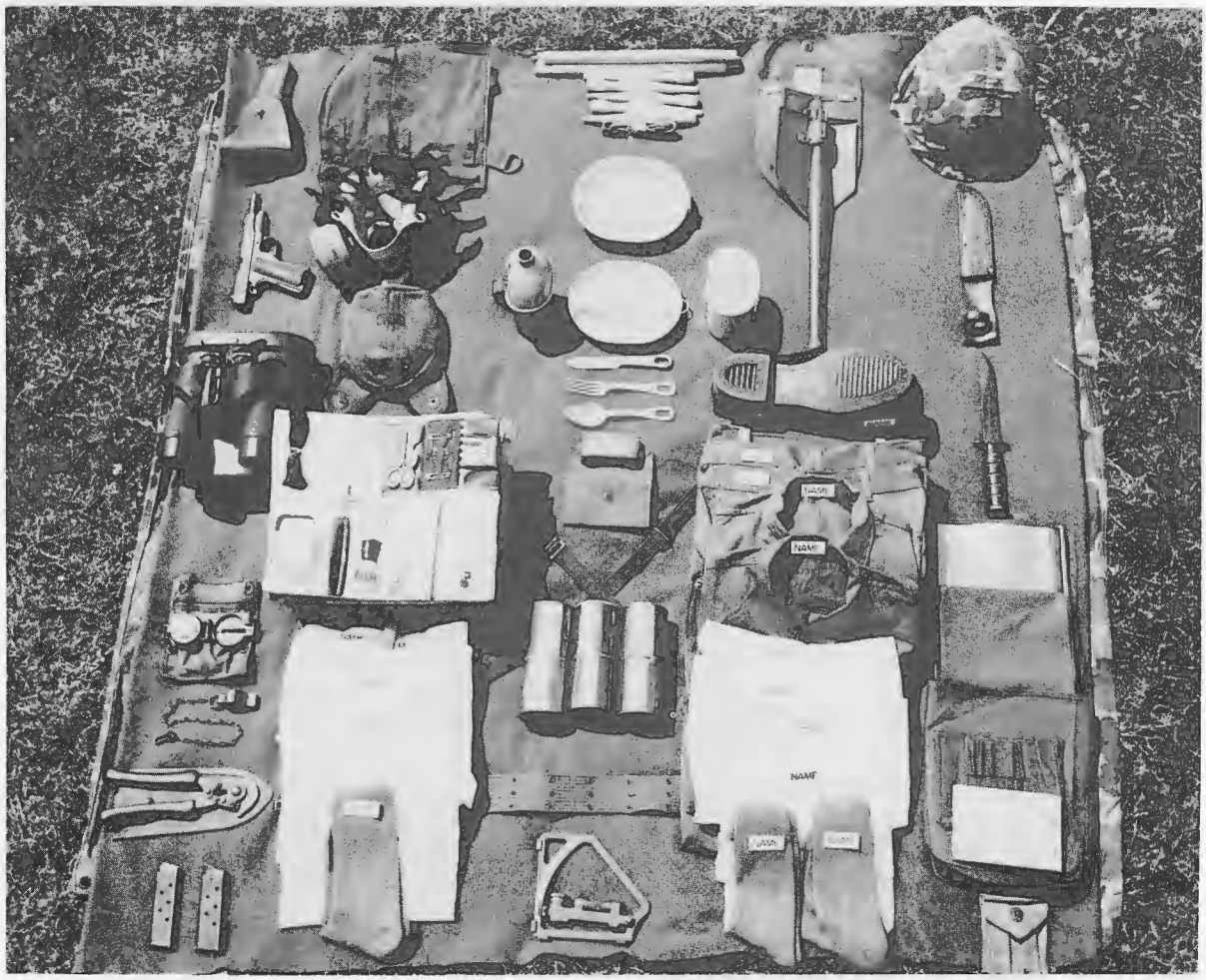

FIGURE 35.—Field Transport Pack displayed for inspection, showing articles peculiar to individual duties.

combining barracks and personnel inspection with inspection of the basic articles of equipment. The standard method prescribed for laying out equipment on the bunk provides a uniform and speedy method of arrangement and facilitates inspection. When it is desired to inspect equipment on the bunk, the bunk is made in the regulation manner. The equipment is then laid out as follows:

NOTE.—The right side of the bunk is the side on the man's right as he stands at the head of the bunk facing it. The head of the bunk is the end on which the pillow is placed.

a. The haversack is placed flap up and closed, top to the foot of the bunk, 3 inches from the left side and 2 inches from the bottom.

b. The knapsack is placed, flap up and closed, top to the foot of the bunk; 3 inches from the right side and 2 inches from the bottom.

c. The belt suspenders and blanket roll straps are placed across the haversack and knapsack as shown in figure 36. The double hooks of the suspenders and buckles of the blanket roll straps are to the right. The suspenders are above (toward the pillow) the blanket roll straps.

d. The shelter half and poncho are folded to approximately the size of the haversack. They are placed, single fold to the foot, 2 inches above and in line with the haversack and knapsack. The shelter half is placed above the haversack and the poncho above the knapsack.

e. The cartridge, BAR, or pistol, belt is placed across the poncho and shelter half, flaps closed and up, the top of the belt toward the foot of the bunk.

f. The following articles are placed down the center of the bunk, starting from the center of the sheet fold, in the following manner:

(1) Shelter tent pole, folded with pointed end to the left and on top.

(2) Shelter tent pins, overlapping, three heads to the right, two to the left.

(3) Guy rope, rolled and tied, long axis of roll left to right.

(4) Meat can, with handle closed, hinge to the left.

(5) Meat can cover, ring to the left.

(6) Knife, fork, and spoon, handles to the left, sharp edge of the knife toward fork.

(7) First-aid pouch, snap up, flap opened and pointing toward the head of the bunk.

(8) First-aid packet is placed on the opened flap of the first-aid pouch, printed side up and readable from the foot of the bunk.

(9) Canteen cup to the left of the knife, fork, and spoon. Canteen to right of the knife, fork, and spoon. Concave curves of both face to the right.

g. To the left of the equipment displayed in the center of the bunk are placed the bayonet and its scabbard. The bayonet, with the sharp edge facing right, is inserted approximately 1 inch into the scabbard. The handle is toward the foot of the bunk. The point of the scabbard forms a right angle with the tent pole.

h. The intrenching tool carrier is placed on the left edge of the bunk next to the bayonet scabbard. The flap is open, pointing toward the pillow. The inside of the flap faces up.

i. The intrenching tool is placed just below the carrier. It is folded with the handle up and pointing toward the foot of the bunk.

j. The canteen cover is placed on the right side of the bunk opposite the shelter tent pins. The inside of the flaps are up and pointing toward the foot of the bunk.

k. The rifle is placed, muzzle toward the pillow, sling to the left, along the right side of the bunk on top of the belt, poncho, and canteen cover. The butt plate cover is open and touching the reinforcing web on the bottom of the knapsack. The bolt is to the rear and the rifle unlocked. Other individual weapons are displayed in this general location in a neat and uniform manner.

l. On the pillow are placed the following articles, from right to left:

(1) (Liner, helmet, top up, forward edge toward the foot of the bunk.

(2) Cover, helmet, camouflage, folded once from top to bottom, the scalloped edge folded under forming a single fold which faces the foot of the bunk.

(3) Helmet, steel, top up, forward edge toward the foot of the bunk.

m. Other equipment may be displayed as desired within the limitations of the space afforded by the bunk.

n. The man stands at attention at the right side of the head of the bunk. The head and foot of double decked bunks are alternated.

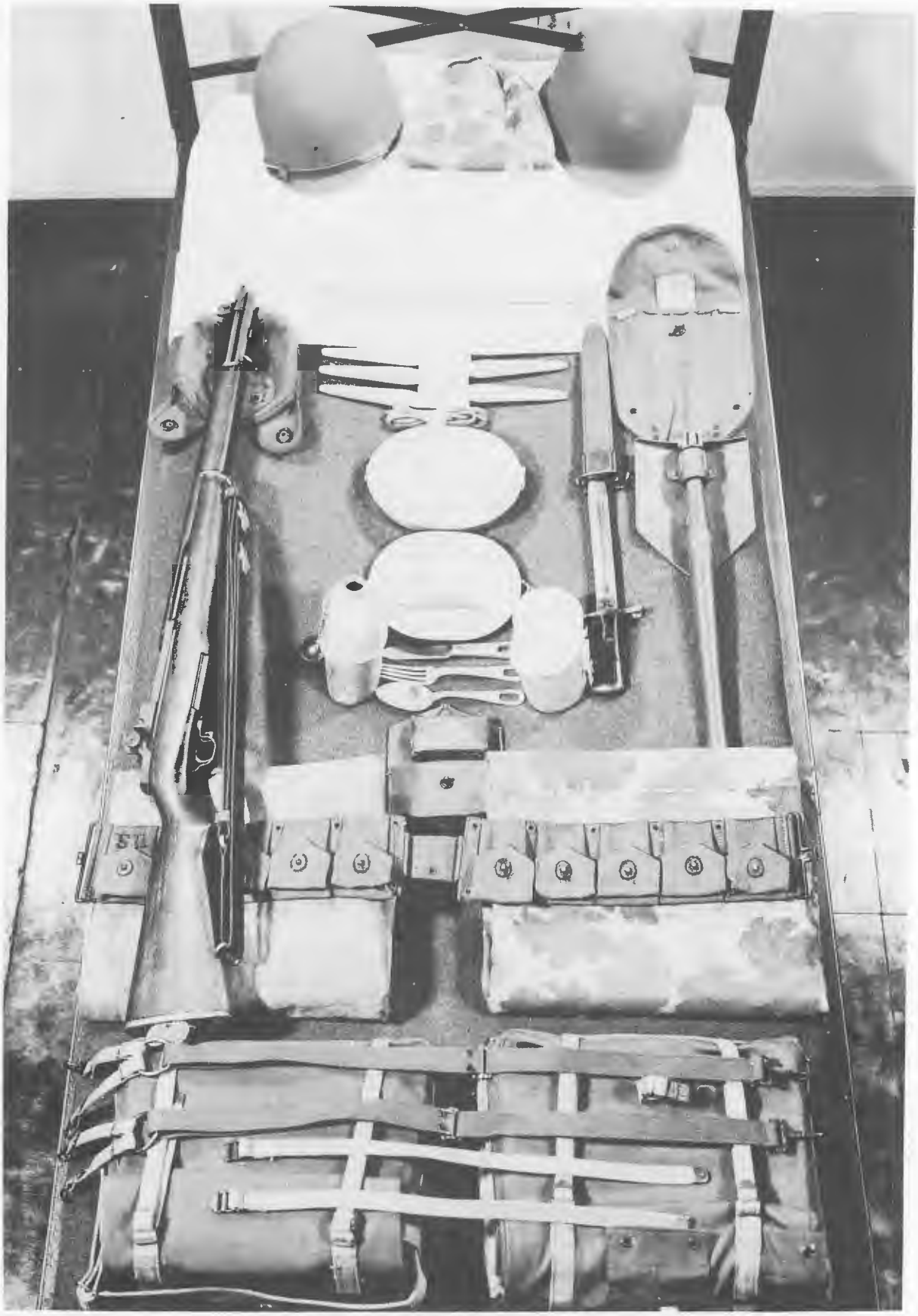

FIGURE 36.—Equipment displayed on the bunk for inspection.

SECTION VI

DISPLAY OF CLOTHING ON THE BUNK

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4–26 DISPLAY OF CLOTHING ON THE BUNK (USMC).—*a.* Clothing is displayed on the bunk in a uniform manner to facilitate inspection. The inspection affords an opportunity to check the amount of clothing each man has in his possession, its condition, and whether or not it is properly marked. All uniform clothing in a man's possession will be laid out for such an inspection (fig. 37). Soiled clothing will be displayed separately in a uniform manner and location. Receipts for items of uniform in the laundry, dry cleaners, cobbler shop or tailor shop will be displayed directly above the accessories card.

NOTE.—The right side of the bunk is the side on the man's right as he stands at the head of the bunk facing it. The head of the bunk is the end on which the pillow is placed.

(1) Articles are arranged on the pillow in the following order from right to left:

(*a*) Frame, service, cap, on its top, visor to the right, right side of sweatband turned down exposing name.

(*b*) Caps, utility; centered on the cap frame, on their tops, visor facing the foot of the bunk, exposing name.

(*c*) The cap covers (and fiber helmet when issued) are arranged in the center of the pillow on their tops with the left side against the bunk head-piece, insides turned down exposing names.

(*d*) Caps, garrison, green and khaki on their left side, with right lower edge turned back exposing the name in center of lining on right side. Service summer caps below the service winter.

(2) The following articles are folded so that, when displayed, the name will be legible from the foot of the bunk. Each article overlaps the one previously listed. They are arranged from the edge of the pillow toward the foot of the bunk as follows:

(*a*) On the right side of the bunk:
- Shirts.
- Undershirts.
- Neckties, khaki.
- Gloves, cloth, white; palm up with fingers pointed toward the foot of the bunk. Wrists are folded back to expose the name.
- Gloves, leather, brown; palm up with fingers pointed toward the foot of the bunk. Wrists are folded back to expose the name.

(*b*) In the center of the bunk:
- Coat, blue.
- Raincoat with liner.
- Overcoat.
- Coat, green.
- Coat or jacket, green.
- Shirt, utility.
- Scarf, neckwear, green.
- Card with emblems, insignia, buttons, ribbons, badges, and tie clasp.
- Belt buckles, waist plate, ID card, ID tags, name stamp kit and extra shoe laces.

(*c*) On the left side of the bunk:
- Trousers, blue.
- Trousers, green.
- Trousers, khaki.
- Trousers, utility.
- Drawers.
- Socks.

(3) The belts are placed on top of each other across the bunk below the articles listed in subparagraph (2) above. The belts, trouser, web, are placed first, slightly to the left of each other; name up, exposed and on the right side of the bunk; tip ends folded under and even with the left side of the bunk. The cloth belts are folded so the name shows to the left of the fold and placed slightly to the left of each other,

FIGURE 37.—Display of clothing on the bunk.

name up and exposed in the following order, bottom to top: green, white, blue.

(4) One pair of shoes, field, (or boots, field) unlaced, is displayed on the right of the foot of the bunk, both soles down, right shoe on the right, toes pointing to the foot of the bunk. The tops of both shoes are turned down so the name is readable. Extra shoes, with laces attached and folded in, are placed under the bunk on the deck, toe to the foot and on line with the foot of the bunk. One pair of boots, field, unlaced, with tops turned back is displayed on the left of the foot of the bunk in the same manner. The dress shoes, with laces attached and folded in, are displayed on top of the folded bag, duffel, in the center of the foot of the bunk.

(5) Box, clothing, barracks (if issued), is placed at the foot of the bunk, lid open, tray partially laid back, and contents neatly arranged. All articles of uniform clothing are removed therefrom and displayed on the bunk.

(6) Locker, steel (if issued), is open with contents neatly arranged. All articles of uniform clothing are removed therefrom and displayed on the bunk.

(7) Card holder, bunk (if issued), is properly filled out and suspended over the center of the top rail of the footpiece.

(8) The man stands at attention at head of the right side of the bunk.

b. If it is desired to display both clothing and equipment on the bunk, it will be done as shown in figure 38.

FIGURE 38.—Display of clothing and equipment on the bunk.

FIGURE 38.—Continued

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 5

INTERIOR GUARD DUTY

CHAPTER 5

INTERIOR GUARD DUTY

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SECTION I

GENERAL

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5–1 GENERAL.—*a.* Any commander may establish an interior guard to preserve order, protect property and enforce regulations within the jurisdiction of his command.

b. Interior guards are to be distinguished from the various types of guards employed to protect and defend tactical areas, and from guards in riot duty and other special operations. Such guards employ specially organized and equipped troops and provide security commensurate with the requirements of the local situation.

c. This chapter is concerned primarily with the performance of interior guard duty ashore, but interior guard duty aboard ship is performed similarly with appropriate modifications. Normally, honors ashore will be rendered by personnel from an organization other than the interior guard, but aboard ship, the interior guard renders prescribed honors.

d. For regulations concerning the employment of civilians in the interior guard, see the United States Navy Physical Security Manual.

5–2 DEFINITIONS.—Terms such as sergeant of the guard and corporal of the guard are used to indicate the position in the guard structure and are not necessarily descriptive of the ranks of individuals performing those duties. The sergeant of the guard, however, should be a noncommissioned (petty) officer, whereas the duties of the corporal of the guard may be performed by any qualified enlisted man.

a. Apprehend.—See the Manual for Courts-Martial, United States, 1951.

b. Brig.—See the Brig Manual.

c. Challenge.—The command, HALT, WHO IS THERE, given by a sentry to cause an unidentified person or party to halt and be identified.

d. Commander of the Guard.—The officer or noncommissioned (petty) officer who insures proper instruction, discipline and performance of duty of the main guard and the brig guard when directed.

e. Commanding Officer.—Any officer authorized to establish a main guard. The commanding officer of a ship and the commandant, commanding general, or commanding officer of a shore installation or unit based ashore (regiments and above, and separate or detached battalions) are so authorized. All other commanders may establish special guards when necessary. (This definition is applicable only in relation to the interior guard.)

f. Corporal of the Guard.—An enlisted man assigned in charge of a relief of the guard.

g. Countersign.—The secret challenge and the secret password prescribed by the principal headquarters of a command to facilitate mutual identification between sentries and persons challenged.

h. Detain.—The action of any person so authorized used to secure the custody of an alleged offender until proper authority may be notified. See the Manual for Courts-Martial, United States, 1951.

i. Field Officer of the Day.—The officer designated by and responsible to the commanding officer for supervision of the entire interior guard and execution of all orders of the commanding officer relating to the security of the command.

j. Fixed Post.—A post within the limits of which a sentry is not required to move about appreciably for the performance of his duties.

k. Guardhouse.—A building, tent, or other location designated as the headquarters of the guard.

l. Interior Guard.—The guard detailed by a commander to preserve order, protect property

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and enforce regulations within the jurisdiction of his command.

m. Officer of the Day.—The officer or noncommissioned (petty) officer directly responsible to the commanding officer (or the field officer of the day, when assigned) who supervises the main guard and, when directed, the brig guard, and who insures that all orders of the commanding officer relating to security of the command are executed.

n. Officer of the Guard.—Any commissioned officer assigned to duty with the guard.

o. Noncommissioned (Petty) Officer of the Guard.—Any enlisted man, whether or not a noncommissioned (petty) officer, assigned to duty with the guard in a command or supervisory capacity.

p. Password.—A secret word or sound which serves to identify a person challenged by a sentry.

q. Patrol Post.—A post within which a sentry prescribes his own route, within specified limits, or has his route prescribed for him.

r. Post.—The place or area where a sentry is stationed, or the place where a member of the guard other than a sentry is required to be when not performing duties elsewhere; to direct any member of the guard to assume his prescribed duties, or position in formation.

s. Relief.—Those members of the interior guard who, under the supervision of and including a corporal of the guard, have the same watch; the procedure whereby a posted member of the guard is relieved and a new member is posted in his place.

t. Relieve.—To direct any member of the guard to cease performing his prescribed duties.

u. Secret Challenge.—A secret word or sound, following the challenge, by which a sentry identifies himself to the person challenged.

v. Sergeant of the Guard.—The noncommissioned (petty) officer of the guard who assists the commander of the guard in insuring proper instruction, discipline and performance of duty of the main guard and the brig guard, when directed.

w. Sentry.—An enlisted man assigned to duty as a member of a guard, to keep watch, maintain order, protect persons or property, or warn of enemy attack; a sentinel.

x. Watch.—A period of time during which a member of the guard performs his prescribed duties, beginning when he is posted and terminating when he is relieved by proper authority.

5-3 COMPOSITION.—*a. Interior Guard.*—The interior guard may be composed of one or more main guards, as the commanding officer directs. In addition, the interior guard includes any special guards established by the commanding officer or commanders of subordinate units. If the commanding officer has a brig within his command, the brig guard is a part of the interior guard. One officer of the day will be assigned to supervise each main guard established ashore. Aboard ship the officer of the deck performs the interior guard duties of the officer of the day. In large commands ashore where there is more than one main guard, a field officer of the day may be assigned to supervise the entire guard.

b. Main Guard.—Generally, the main guard consists of a number of sentries on post, supervisory and administrative personnel, and a reserve. The commanding officer prescribes the number of sentry posts. The necessary sentries to man these posts are normally organized into three reliefs, each directly supervised by a corporal of the guard. The main guard is commanded by the commander of the guard, who is assisted by the sergeant of the guard. Whenever the commanding officer determines that a commander of the guard is not required, he may eliminate that position in the guard structure. Aboard ship, no commander of the guard is assigned. In such cases the sergeant of the guard performs the duties prescribed for the commander of the guard in addition to his own. The main guard always maintains a reserve, generally constituted from one or more of the off-duty reliefs of the guard. If a command is not authorized a brig guard force, the brig and prisoners confined therein may be placed under the jurisdiction of the main guard.

c. Special Guards.—Special guards are detailed when it is impractical to use sentries from the main guard to guard property or an area. The commanding officer or commander establishing the special guard prescribes their composition. The senior commander of a troop organization embarked aboard ship and

not a part of the authorized complement thereof (designated as "commanding officer of troops") establishes a special guard for the control of his men as the commanding officer of the ship may approve or direct.

d. Brig Guard.—For the composition of brig guards, see the Brig Manual.

5-4 ASSIGNMENTS.—*a.* Each commanding officer, who establishes a main guard, other than a commanding officer of a ship, shall assign daily a commissioned officer of the command for duty as officer of the day. If sufficient commissioned officers are not available in the command, noncommissioned (petty) officers may be detailed to this duty. One or more assistant officers of the day may be assigned whenever necessary. Officers and/or noncommissioned (petty) officers assigned as officers of the day or assistant officers of the day are notified of their assignments in person or by written orders well before their days of duty.

b. A commanding officer who has more than one main guard within his jurisdiction, may assign daily a commissioned officer of the command for duty as field officer of the day. Officers so assigned must be senior to officers of the day of subordinate units. They are notified of their assignment in person or by written orders well before their days of duty.

c. Each commanding officer who establishes a main guard designates a unit within his command to provide personnel for the main guard for a specified period. Such designation is made in sufficient time for the unit commander to make necessary preparations and assignments. The commander of the designated unit makes the following daily assignments from his unit throughout the specified period:

(1) An officer or noncommissioned (petty) officer as commander of the guard, if required.

(2) A noncommissioned (petty) officer as sergeant of the guard.

(3) Three (normally) qualified enlisted men as corporals of the guard.

(4) When directed by the commanding officer, outstanding enlisted men, other than noncommissioned (petty) officers, will be detailed to perform duty as orderlies and other similar tasks.

(5) A qualified enlisted man as field music, if required.

(6) A sufficient number of enlisted men as sentries for all reliefs.

(7) At least one enlisted man for each relief as a supernumerary, if possible.

(8) Appropriate personnel to fill prescribed administrative and brig posts.

The commanding officer may direct that the commander of the designated unit assign additional personnel to any of these positions, in which case the senior is designated by the appropriate title and those junior are designated assistants. The commander of the guard will be senior to the sergeant of the guard, the sergeant of the guard senior to the corporals of the guard and the corporals of the guard senior to sentries on their reliefs. The above assignments are published not later than the day before the day of assigned duty.

d. Upon publication of the assignments in paragraph *c.* above, the sergeant of the guard assigns sentries to reliefs and the corporals of the guard assign sentries on their reliefs to posts.

e. Each commanding officer or commander who establishes a special guard follows the above described procedure for main guard assignments with appropriate modifications. He assigns such officers, noncommissioned (petty) officers of the guard and sentries as necessary to accomplish the purpose for which the special guard was established.

5-5 FORMATIONS.—When the guard, or any element thereof, is turned out for any purpose, it shall normally form as prescribed below.

a. Relief.—A relief forms in line with sentries in the numerical order of their assigned posts from right to left. Personnel assigned to unnumbered posts form on the left. The corporal of the guard forms on the right at normal interval when the relief forms as part of the guard and three paces in front of the center of the relief when it forms alone.

b. Main Guard.—The main guard forms as a platoon in line, reliefs one behind the other at normal distance in numerical order, front to rear. The field music, orderlies and other personnel not part of a relief fall in on the left at normal interval and distance, in empty

spaces or in a new file. When a commander of the guard is assigned, the sergeant of the guard takes post as platoon guide. When no commander of the guard is assigned, the sergeant of the guard takes the post of the commander of the guard. The post of the commander of the guard is six paces in front of the center of the guard.

c. Special and brig guards.—When forming with the main guard, special and brig guards form as directed by the commander of the guard. When forming separately, they form as directed by the individual in charge of the guard.

d. Prisoners.—Prisoners, when turned out with the guard, form as a separate element of the formation and are kept under continuous guard.

SECTION II

DUTIES OF PERSONNEL

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5–6 GENERAL.—Certain responsibilities and duties of members of the interior guard are described in this section and in section III. Responsibilities and duties not included herein should be included in special orders issued by the commanding officer or commander establishing the guard. Whenever practicable, these orders should be in writing. They should always be available to those concerned.

5–7 COMMANDING OFFICER.—The responsibility of the commanding officer for the security of his command is absolute except to the extent he may be relieved therefrom by competent authority. The authority of the commanding officer is commensurate with his responsibility, subject to the limitations prescribed by law and Navy Regulations. He may delegate authority to his subordinates for the execution of details in conformance with subsequent paragraphs of this section, but such delegation of authority shall in no way relieve the commanding officer of his responsibility for the security of his command.

5–8 FIELD OFFICER OF THE DAY.—*a.* The field officer of the day supervises the entire interior guard. He may be assigned various other duties pertaining to the security of the command. During his tour of duty, he is the commanding officer's personal representative.

b. He receives orders from the commanding officer only; however, during an emergency the senior line officer present may issue orders to the field officer of the day for the employment of the guard.

5–9 OFFICER OF THE DAY.—*a.* The officer of the day, or the officer of the deck aboard ship, supervises the main guard and, when directed, the brig guard. He is charged with the execution of all orders of the commanding officer which concern the security of the area within his assigned jurisdiction.

b. If no field officer of the day is assigned, he is the commanding officer's personal representative during his tour of duty. If a field officer of the day is assigned, he may be the personal representative of an appropriate subordinate unit commanding officer.

c. In the absence of special instructions from the commanding officer, he will inspect the guard as often as he considers necessary. However, he will inspect the guard at least once between midnight and daylight. Whenever necessary, he directs inspections of the guard by other officers and noncommissioned (petty) officers of the guard.

d. In case of alarm, he acts immediately to protect life and government property and to preserve order.

e. In the performance of his duties, he takes orders only from the commanding officer or field officer of the day, when one is assigned; however, during an emergency the senior line officer present may issue orders to the officer of the day for the employment of the guard.

f. When the brig guard is under his jurisdiction, he verifies the count of prisoners as directed by the commanding officer. He will insure compliance with the provisions of the Brig Manual.

g. He keeps the commander of the guard informed of his location at all times.

h. When formal relief is prescribed, he effects the relief of the commanders of guard, or the sergeants of the guard if no commander of the guard is assigned, before his own relief (para 5–31). He examines the guard report, causes any errors therein to be corrected, enters thereon under the heading, "Report of the Officer of the Day", a concise account of his tour of duty and signs his name and rank under the last entry. He then reports to the commanding officer or his representative with the new officer of the day for relief.

5–10 COMMANDER OF THE GUARD.—*a.* The commander of the guard insures proper instruction, discipline and performance of duty of the main guard and when directed, the brig guard.

b. He obeys the orders of the commanding officer, field officer of the day (when assigned), officer of the day and, in emergencies, the senior line officer present only. He reports to the officer of the day any additional orders which he or other authorized persons have issued.

c. He insures that all members of the guard are correctly instructed in their orders and duties and that they understand and properly perform them. He questions the noncommissioned (petty) officers of the guard and sentries about the instructions they may have received from the old guard.

d. He inspects the guard when directed by the officer of the day but must inspect each relief at least once while on post. He insures that the men, their arms and their equipment are in proper condition and that the special orders for each post are posted in their proper location.

e. He keeps the sergeant of the guard informed of his location at all times.

f. Except during emergencies, he may sleep as his duties permit.

g. When an alarm is sounded, he expeditiously forms the reserve, if necessary. If the situation is serious, he causes the proper call to be sounded and notifies the officer of the day immediately. Should a sentry call, "The guard", or discharge his piece three times in rapid succession, he will send a strong patrol to that post.

h. He insures that calls are sounded at the times prescribed by the commanding officer.

i. He details men to raise and lower the national flag at Morning and Evening Colors. He insures that the national flag is kept in good condition and never handled except in the performance of duty. He reports to the officer of the day when the flag is not in serviceable condition.

j. He insures that reliefs are posted on schedule.

k. Unless otherwise ordered, he may permit members of the guard not on post to leave the guardhouse for short periods of time.

l. He informs the officer of the day immediately of any dangerous, suspicious or unusual occurrence.

m. He notifies the officer of the day when any person is apprehended by the guard and will detain such person at the guardhouse for appropriate action by the officer of the day.

n. He insures the security of prisoners under charge of the guard. Before each relief is posted, he causes the corporals of the guard of the old and new reliefs to verify together the number of prisoners. He will be guided in the performance of duties in the connection with the brig by the Brig Manual.

o. When formal relief is prescribed, he effects the relief of the sergeants of the guard before being relieved (par. 5–31). He examines the guard report before being relieved, causes any errors therein to be corrected, enters a report of his tour of duty thereon under the heading, "Report of the Commander of the Guard", and signs his name and rank under his last entry. He then reports to the old officer of the day with the new commander of the guard for relief.

5–11 SERGEANT OF THE GUARD.—*a.* The sergeant of the guard assists the commander of the guard in insuring proper instruction, discipline and performance of duty of the main guard and the brig guard, when directed. He performs the duties of the commander of the guard, if no commander of the guard has been assigned.

b. He obeys the orders of the commanding officer, field officer of the day (when assigned),

officer of the day, commander of the guard and, in emergencies, the senior line officer present only.

c. He insures that the property under charge of the guard is cared for and accounted for properly.

d. He assigns members of the guard to reliefs. The corporal of the guard for each relief assigns his relief to posts and prepares a list of such assignments. The sergeant of the guard receives a copy of such lists and, based upon them prepares a guard roster. The guard roster sets forth the name, rank, post and relief to which assigned of each member of the guard. The sergeant of the guard prepares the guard roster in duplicate, retains one copy and submits the other to the commander of the guard or officer of the day, as appropriate, for approval. Once approved, no changes will be made to the guard roster without permission of the approving authority.

e. He insures that all reliefs are turned out for posting at the proper time.

f. He insures that corporals of the guard understand their duties thoroughly and carry them out promptly and efficiently.

g. He inspects the guard when directed by the officer of the day but must inspect each relief at least once during each of its watches.

h. When he is absent from the guardhouse, he directs the corporal of the guard of the relief on post to perform his guardhouse duties until his return. He keeps the corporal of the guard informed of his location at all times.

i. When the corporal of the guard of the relief on post is absent from the guardhouse, he assumes his duties temporarily, or designates another member of the guard to do so.

j. He insures that the guardhouse and its grounds are maintained in proper police.

k. He informs the commander of the guard immediately of any dangerous, suspicious or unusual occurrence.

l. He notifies the commander of the guard when any person is apprehended by the guard.

m. When the brig guard is under the jurisdiction of the main guard, the sergeant of the guard may be assigned the duties of brig warden. When so assigned, he will administer the brig in accordance with the orders of the officer of the day, the commander of the guard and the provisions of the Brig Manual.

n. He forms the guard whenever necessary.

o. When formal relief is prescribed, he effects the relief of the corporals of the guard (par. 5–31).

p. He maintains the guard report and enters therein concise accounts of all important and pertinent events which transpire during his tour of duty and which affect the guard. He exercises care in preparing the report, which is an official record of the command. He signs his name and rank under his last entry. He then reports to the old commander of the guard (old officer of the day, if no commander of the guard is assigned) with the new sergeant of the guard for relief and posting.

5–12 CORPORAL OF THE GUARD.—*a.* The corporal of the guard supervises the members of the guard assigned to his relief. He performs the guardhouse duties of the sergeant of the guard when the latter is absent from the guardhouse.

b. He obeys orders from the commanding officer, field officer of the day (when assigned), officer of the day, commander of the guard, sergeant of the guard, and in emergencies, the senior line officer present only.

c. He assigns sentries on his relief to posts. He prepares, in duplicate, a list showing the number of the relief, each member's name, rank and assigned post. He keeps one copy and gives the other to the sergeant of the guard.

d. He must understand the special orders of every sentry on his relief. He forms his relief in sufficient time to accomplish the following: issue guard property; inspect appearance, fitness for duty and condition of arms; issue ammunition and supervise loading of weapons. He instructs each member concerning his orders and duties, insuring understanding. He then reports to the sergeant of the guard that his relief is ready to be posted or, if directed, posts the sentries without so reporting. When he returns to the guardhouse with the old relief, he supervises unloading of weapons, collects guard property (if necessary) and dismisses the old relief. He then reports to the sergeant of the guard with the old corporal of the guard for relief and posting.

e. The post of the corporal of the guard is in the guardhouse near the entrance, or as may be directed on board ship. When required to depart his post in the performance of his duties, he notifies the sergeant of the guard, who will assume his duties or designate another member of the guard to do so. Either the sergeant of the guard, the corporal of the guard of the relief on post, or a member of the guard designated to perform the duties of the corporal of the guard shall be present at the guardhouse at all times. He allows no one to enter the guardhouse without authority.

f. He goes at once to, communicates with, or sends a patrol to any sentry who calls for the corporal of the guard.

g. He forms his own relief promptly for posting or when the guard is turned out. If his relief is on post when the guard is to be formed, he and his relief remain on post. He insures that sleeping arrangements for his relief are such that he can easily locate all members of his relief and turn them out quickly without confusion.

h. He reports immediately to the sergeant of the guard all violations of regulations and unusual occurrences.

i. He awakens the corporal of the guard of the next relief in time for him to verify the prisoners, from his relief, and post it at the proper time.

j. When a sentry calls, "Relief", he relieves him and posts a supernumerary or a member of the off duty reliefs, if he determines that relief is necessary. If the sentry is to be relieved for a short time only, he posts him again as soon as the necessity for his relief terminates.

k. He notifies the sergeant of the guard when any person is detained, or apprehended by the guard. He escorts all persons apprehended to the guardhouse for appropriate action by the officer of the day.

l. When the brig guard is under the jurisdiction of the main guard, the corporal of the guard of the relief on post may be assigned the duties of turnkey. When so assigned, he will perform his duties in accordance with the orders of the officer of the day, the commander of the guard, the brig warden and the provisions of the Brig Manual.

5–13 MAIN GUARD SENTRIES.—*a.* All members of the guard will memorize, understand, and comply with the general orders for sentries (par. 5–21). In addition, they will understand and comply with special orders applying to their particular posts (par. 5–23) and the regulations relating to general orders (par. 5–22).

b. Supernumaries will understand the special orders for all posts on which they could be posted, and comply with those for the particular post if posted thereon as a sentry.

c. Members of the guard not on post will remain in the immediate vicinity of the guardhouse except when granted permission to leave by the commander of the guard. Permission to leave will be granted only in case of necessity. Reliefs of a running guard placed on an off-duty status may leave the guardhouse as directed by the commanding officer (see par. 5–33).

5–14 FIELD MUSIC.—*a.* The field music will sound calls as prescribed by the commanding officer and when directed by the commander of the guard.

b. The field music will remain at the guardhouse during his tour of duty unless otherwise directed by the commanding officer.

5–15 ORDERLIES.—*a.* Orderlies are subject only to the orders of the commanding officer or of the officer to whom they are assigned.

b. When reporting to the officer to whom he is assigned, an orderly states, "Sir, (rank and last name) reports as orderly."

5–16 FLAG DETAIL.—*a.* The detail selected by the commander of the guard to raise and lower the flag at Morning and Evening Colors performs the duties prescribed for that detail in paragraph 3–21.

b. The flag is normally formed from off-duty reliefs of the guard of the day.

5–17 OFFICERS AND NONCOMMISSIONED (PETTY) OFFICERS OF THE SPECIAL GUARD.—Officers and noncommissioned (petty) officers of the special guard must understand and comply with special orders governing the performance of their duties

issued by the commanding officer or commander establishing the guard.

5–18 SPECIAL GUARD SENTRIES.—Special guard sentries must memorize, understand and comply with the general orders for sentries (par. 5–21). In addition, special guard sentries must understand and comply with special orders applying to their particular posts (par. 5–23) and the regulations relating to general orders (par. 5–22).

5–19 BRIG GUARD FORCE.—Personnel of the brig guard will be governed in the performance of their duties by the provisions of the Brig Manual and will understand and comply with special orders applying to their particular posts (par. 5–23).

SECTION III

ORDERS AND COUNTERSIGNS

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5–20 TYPES OF ORDERS.—Orders for interior guard sentries are of two types, general and special. Together with the regulations relating to general orders, they comprise the orders which govern main and special guard sentries on post.

5–21 GENERAL ORDERS.—General orders apply to all sentries of the main and special guards but not the brig guard. They are limited to the eleven set forth below, but commanding officers or commanders may except specific general orders from the orders which govern a particular post, as required. All members of the main and special guards are required to memorize, understand and comply with the following general orders:

a. No. 1.—To take charge of this post and all government property in view.

b. No. 2.—To walk my post in a military manner, keeping always on the alert and observing everything that takes place within sight or hearing.

c. No. 3.—To report all violations of orders I am instructed to enforce.

d. No. 4.—To repeat all calls from posts more distant from the guardhouse than my own.

e. No. 5.—To quit my post only when properly relieved.

f. No. 6.—To receive, obey, and pass on to the sentry who relieves me all orders from the commanding officer, field officer of the day, officer of the day, and officers and noncommissioned (petty) officers of the guard only.

g. No. 7.—To talk to no one except in line of duty.

h. No. 8.—To give the alarm in case of fire or disorder.

i. No. 9.—To call the corporal of the guard in any case not covered by instructions.

j. No. 10.—To salute all officers, and all colors and standards not cased.

k. No. 11.—To be especially watchful at night and, during the time for challenging, to challenge all persons on or near my post and to allow no one to pass without proper authority.

5–22 REGULATIONS RELATING TO GENERAL ORDERS.—All members of the main and special guards are required to understand and comply with the following regulations relating to the general orders for sentries.

a. No. 1.—To take charge of this post and all government property in view.—(1) The number, type (fixed or patrol), and limits of a sentry's post constitute part of his special orders. The post's limits are defined to include every place to which the sentry must go to execute his special orders. Within these limits, the sentry has authority over all persons on his post (Navy Regulations).

(2) A sentry reports immediately to the corporal of the guard every unusual or suspicious occurrence noted.

(3) A sentry halts and detains all persons on or near his post, whose presence or actions are subject to suspicion. He apprehends all persons involved in a disorder occurring on or near his post and all persons discovered or suspected of committing a crime or violating regulations. All persons apprehended or detained are turned over to the corporal of the guard.

(4) The firing of a weapon at another person by an armed sentry is considered justified under these conditions only:

(*a*) To protect the sentry's own life or the life of another person when no other means of defense will be effective.

(*b*) To prevent the escape of a person known to have committed a serious crime such as armed robbery, murder, rape, etc., when no

other effective means is available to prevent such escape.

(*c*) To prevent acts of sabotage, espionage, arson, and other crimes against the government, after all other means of preventing such crimes have failed.

(5) The foregoing conditions under which an armed sentry may fire at another person do not apply to sentries employed in guarding prisoners subject to the Uniform Code of Military Justice. Special instructions for the guarding of such prisoners, as contained in the Brig Manual, will govern in this instance.

(6) In time of war, interior guard sentries may be authorized to fire at another person under additional conditions prescribed by the commanding officer.

b. No. 2.—To walk my post in a military manner, keeping always on the alert and observing everything that takes place within sight or hearing.—Special orders will prescribe the manner in which a sentry shall walk (stand, ride or sit) his post and carry his weapon. Such manner is dependent upon the type of post (fixed or patrol) and the specific duties involved, but sentries will always conduct themselves in a military manner and remain vigilant and attentive to their duties.

c. No. 3.—To report all violations of orders I am instructed to enforce.—A sentry reports a violation of orders to the corporal of the guard at the first opportunity and to any officer or noncommissioned (petty) officer of the guard inspecting him. He apprehends the offender, if necessary.

d. No. 4.—To repeat all calls from posts more distant from the guardhouse than my own.—To call the corporal of the guard for any purpose other than relief, fire, or disorder, a sentry will call, "Corporal of the guard, Post Number ———." When sentry posts are located within hearing distance of each other, a sentry receiving a call from a post more distant from the guardhouse than his own repeats the call to the next post loudly, distinctly and exactly as he received it.

e. No. 5.—To quit my post only when properly relieved.—

(1) If a sentry requires relief because of sickness or other reason, he calls, "Corporal of the guard, Post Number ———, relief."

(2) If a sentry is not relieved at the expiration of his tour or at mealtime, he does not abandon his post, but calls the corporal of the guard for instructions.

(3) When so ordered, a sentry on the last relief of a post leaves at the proper time, returns to the guardhouse and reports to the corporal of the guard.

(4) Sentries are relieved according to the procedures described in Section V.

(5) A sentry may leave the prescribed limits of a fixed or patrol post to protect government property in view or to apprehend an offender, but only if these duties can not be accomplished within the prescribed limits of his post. A sentry must inform the corporal of the guard before leaving his post under these circumstances, unless immediate action is essential.

f. No. 6.—To receive, obey, and pass on to the sentry who relieves me, all orders from the commanding officer, field officer of the day, officer of the day, and officers and noncommissioned (petty) officers of the guard only.—(1) During his tour of duty, a sentry is subject to the orders of the commanding officer, field officer of the day (if assigned), officer of the day, and officers and noncommissioned (petty) officers of the guard only. In emergencies, however, the senior line officer present may give orders to sentries. In addition, any officer or noncommissioned (petty) officer is authorized to report violations of regulations by members of the guard. Sentries of special guards not under the jurisdiction of a main guard are subject to the orders of their unit commander and officers and noncommissioned (petty) officers of the special guard only.

(2) A sentry will give up his weapon only when ordered by a person from which he lawfully receives orders while on post. Unless necessity therefor exists, no person will require a sentry to quit his piece while that sentry is on his post.

(3) When memorizing this order, naval sentries will delete the word "noncommissioned" and Marine sentries the word "petty".

g. No. 7.—To talk to one except in line of duty.—When persons make proper inquiries of a sentry, courteous but brief answers will be given. Long conversations will be discouraged. When challenging or holding conversations with a person, a sentry armed with a rifle or carbine

will take the position of port arms. If armed with a pistol, he will take the position of raise pistol when challenging and will remain at raise pistol while conversing.

h. No. 8.—To give the alarm in case of fire or disorder.—(1) In case of fire, the sentry calls immediately, "Fire, Post Number ———", and gives the alarm or makes certain an alarm has been given. If possible, without endangering himself or the performance of his duties, he extinguishes the fire. If not, he directs the responding fire apparatus to the fire. The sentry notifies the guardhouse of his action as soon as possible.

(2) In case of disorder, the sentry notifies the corporal of the guard immediately. He then takes proper corrective action. If the assistance of the guard is required, he calls, "The guard, Post Number ———".

(3) When authorized by the commanding officer and if the danger is great, he discharges his piece three times in rapid succession into the air before calling. In time of war, sentries give warning of enemy attacks as directed by the commanding officer.

i. No. 9.—To call the corporal of the guard in any case not covered by instructions.—Whenever a sentry encounters a situation not covered by general or special orders, or about which he is in doubt, he will call the corporal of the guard for instructions.

j. No. 10.—To salute all officers and all colors and standards not cased.—(1) Colors and standards are cased when furled and enclosed in a protective covering.

(2) Sentries render salutes as prescribed in Navy Regulations and other portions of this manual with the following exceptions:

(*a*) No salute is rendered by a member of the guard who is engaged in the performance of a specific duty, the proper execution of which would prevent saluting.

(*b*) A sentry armed with a pistol does not salute after challenging. He stands at raise pistol until the challenged person has passed. While at raise pistol and holding a conversation, he does not salute, but remains at raise pistol until the person has passed.

(*c*) A sentry armed with a rifle or carbine at sling arms does not salute after challenging or when holding a conversation. He stands at port arms until the person has passed.

(3) A sentry in conversation with an officer will not interrupt the conversation to salute unless the officer salutes a senior in which case the sentry will also salute.

(4) A sentry armed with a rifle (except at sling arms) salutes by presenting arms. Present arms is only executed when halted. If armed with a rifle at sling arms, carbine, or pistol (except after challenging) the sentry halts and renders the hand salute.

k. No. 11.—To be especially watchful at night and, during the time for challenging, to challenge all persons on or near my post and to allow no one to pass without proper authority.—(1) If a sentry observes a person approaching his post during the time for challenging, he calls, "HALT: Who is there?" while the person is still far enough away for the sentry to take effective measures should the person rush him after being challenged. Before challenging, the sentry places himself in the most advantageous covered and/or concealed position from which to identify, detain or apprehend the person or party. In effecting identification, the sentry may require the challenged person or one of a party to move as necessary to effect positive and prompt recognition. Normally upon receiving an answer to his challenge, he will command, "Advance, (repeats the answer to his challenge, such as 'officer of the day') to be recognized." He halts the person advanced again at a point where recognition can be effected.

(*a*) Positive recognition of all persons claiming authority to pass is the sentry's main consideration. He must ascertain that those challenged are, in fact, the persons they represent themselves to be and have authority to be there before permitting them to pass. If he is not satisfied as to their identity, he will detain the person or party and call the corporal of the guard.

(*b*) The sentry will permit only one of a party to approach him for the purpose of recognition. On receiving an answer that indicates the party is friendly and may be authorized to pass, the sentry will command, "Advance one to be recognized." When that one

has been recognized, the sentry directs him to bring up the rest of the party and to identify each individual as he passes.

(2) If two or more persons or parties approach the sentry's post from different directions at the same time, they will be challenged in turn and required to halt and remain halted until advanced. A sentry never permits more than one person to advance upon him at the same time. The senior person or party is the first advanced.

(3) If a person or party is already advanced and in conversation with a sentry, the latter will challenge any other person or party that may approach. If the new person or party challenged is senior to the one already on his post, the sentry will advance the new person; otherwise, the sentry will advance no one until the first person or party leaves.

(4) Answers to a sentry's challenge intended to confuse or mislead him are prohibited, but the use of such an answer as "Friend" is not to be construed as misleading. It is the usual answer made by officers or patrols when the purpose of their visit makes it desirable that their official capacity should not be announced.

5-23 SPECIAL ORDERS.—*a.* Special orders apply to particular personnel of the interior guard. They are promulgated by the commanding officer (or commander of a unit establishing a special guard) to prescribe special duties for main and special guard sentries not contained in the general orders. They also prescribe duties and instructions for other personnel of the interior guard which are not contained in this chapter or in the Brig Manual.

b. Each member of the interior guard is required to understand and comply with special orders which apply to him.

c. Copies of special orders for the guard are posted conspicuously in the guardhouse for reference by all members of the guard. A copy of the special orders for each sentry post should be posted thereon. The special orders for each sentry post should describe and diagram (if practicable) the post's location and limits.

5-24 COUNTERSIGNS.—*a. General.*—The commanding officer directs the use of the countersign. It may be used by sentries of an interior guard, but is primarily intended for use by sentries or persons defending tactical areas.

b. By Whom Authorized.—If a countersign is prescribed, it is devised by the highest headquarters within a zone or area. The authority to designate a countersign may be delegated to subordinate units when necessary for their immediate use. However, these units notify higher headquarters of such action without delay. Only one countersign will be in effect within a command during a specified period.

c. Selecting the Countersign.—The choice of words or sounds for the countersign is made with care. If possible, words are selected which are difficult for the enemy to pronounce. To minimize the possibility of an unauthorized person guessing the password, the word selected for the secret challenge must not suggest the word selected for the password (e.g., the secret challenge, ATOMIC, suggests the password, BOMB).

d. Using the Countersign.—(1) The initiative for use of the countersign rests with the challenging sentry. Positive recognition of all persons claiming authority to pass is his main consideration. If he does not visually recognize the challenged person or party, he uses the countersign to effect positive recognition. If there is any doubt of the challenged person's authority to pass, even if he gives the password, he is detained for further action by the corporal of the guard. If the sentry recognizes the challenged person or party prior to using the countersign and there is no doubt that the person or party has authority to pass, he will not use the countersign.

(2) Mutual identification is essential. If the person challenged does not recognize the secret challenge, he should not give the password.

(3) When a secret challenge and password are prescribed, the secret challenge is given by the sentry after the person is advanced to be recognized. The person challenged should then give the password. Both the secret challenge and the password are given in a low tone to prevent them from being heard by others. For example, a sentry observes a person approaching his post during the time for challenging. When the person is still far enough away for the sentry to take effective measures should the

person rush him after being challenged, he commands, "HALT! WHO IS THERE?" After receiving an answer (such as, "Captain Jones, Company B, 6th Marines") indicating the person is friendly and may be authorized to pass, the sentry says, "Advance, Captain Jones, to be recognized." When Captain Jones reaches a point where the secret challenge, spoken in a low tone, can be heard only by him, the sentry again commands, "HALT!". Then he gives the secret challenge in a low tone (e.g., "SNOWFLAKE"). After receiving the correct password from Captain Jones (e.g., "ROOSTER"), and otherwise satisfying himself that the Captain is authorized to pass, the sentry says, "Advance, Captain Jones" and salutes, if appropriate. If Captain Jones is one of a party challenged and is the person advanced according to the procedures established by paragraph 5–22*k*.(2), the sentry then tells Captain Jones to bring up his men and identify each individual before passing.

SECTION IV

GUARD MOUNTING

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5–25 GENERAL RULES.—*a.* Guard mounting may be formal or informal, whichever the commanding officer directs. Aboard ship, guard mount will always be informal with appropriate modifications to conform to space limitations.

b. Chevrons appearing in figures of this chapter illustrate particular guard offices only. They do not necessarily depict the rank of personnel performing the duties of such offices, nor the current rank structure of the Marine Corps.

5–26 ELEMENTS OF FORMAL GUARD MOUNTING.—Formal guard mounting consists of six phases:

a. Muster and inspection by the first sergeant.

b. Formation of the guard, band, and officers.

c. Assignment by the adjutant.

d. Inspection by the officers of the guard.

e. Honors to the guard and officer of the day.

f. Pass in review.

5–27 FORMAL GUARD MOUNTING CONSISTING OF ONE PLATOON.—*a. Muster and Inspection phase.*—When all the members of the guard are from one company, the guard is formed as a platoon by the sergeant of the guard at muster. Prior to assembly, the muster is verified and the detail inspected by the first sergeant according to the rules for inspection in section IX, chapter 3. On inspection, the first sergeant replaces those who do not present a creditable appearance, turns the detail over to the sergeant of the guard and retires. When the guard is composed of details from separate companies, they are mustered and inspected in similar manner. They are then marched by the noncommissioned officer in charge of the detail to report to the sergeant of the guard at a point near the parade ground. When *Assembly* is sounded, separate details are formed into a platoon. The sergeant of the guard then commands, CORPORALS OF THE GUARD, FORM THE FOURTH RANK. The corporal of the guard in the first rank gives the following commands to move the corporals of the guard to the fourth rank in inverse order: ABOUT, FACE; COLUMN RIGHT, MARCH; DETAIL, HALT; RIGHT, FACE; COVER. After the platoon is formed, it is faced to the right by the sergeant of the guard. The band takes its place so the left of its front rank is 12 paces right of the point where the right of the front rank of the guard will be when formed. The adjutant and sergeant major take their initial position 72 paces in front of the position for the center of the guard when formed on line and draw swords. The adjutant commands the field music to SOUND ADJUTANT'S CALL.

b. Formation phase.—(1) Immediately following *Adjutant's Call*, the band plays march music. The adjutant, with the sergeant major on his left, marches, at the first note of march music, to a position in front of the place where the center of the guard will be. The adjutant halts 18 paces in front of and facing the center of where the guard will form on line. The sergeant major continues 18 paces beyond the adjutant, moves by the left flank, halts 12 paces to the left of the left flank and on line with the front of the band, and faces about. The guard, if armed with the rifle, is brought to right shoulder arms at the first note of *Adjutant's Call*. On the first note of the march music, it is marched in quick time to the parade ground by the sergeant of the guard. The sergeant of the guard, whose post is 3 paces left and abreast of the center of the left file, must give the com-

mands in sufficient time so the guard will step off on the first note. The guard is marched onto the parade ground from the left flank, in column, and sufficiently in rear of the line on which it will form to permit expeditious alinement. The guard detail is halted in rear of its position when the head of the column is abreast of the post of the sergeant major. The band then ceases to play.

(2) The sergeant of the guard, remaining at right shoulder arms, executes right face and commands, ORDER, ARMS; LEFT, FACE. He then faces to the right in marching and proceeds to a position 1 pace to the left front of the left file of the front rank, executes about face, and places himself on line with the sergeant major and the front rank of the band. He then commands, DRESS RIGHT, DRESS (fig. 1). At the command, DRESS, the right flank man of the front rank moves to and places the middle of his chest against the left arm of the sergeant major. The guard dresses on the line thus established. When the guard is alined, the sergeant of the guard commands, READY, FRONT, salutes and reports to the sergeant major, "The guard is correct." The sergeant major returns the salute.

(3) The sergeant of the guard then marches parallel to the front rank until 2 paces beyond the sergeant major. He executes by the right flank at every turn necessary to place him where he can halt to the left of and on line with the corporals of the guard. He then executes order arms. When the sergeant of the guard executes order arms, the sergeant major executes right face, steps 2 paces to the front, faces to the left, and commands, COUNT, OFF (fig. 2). After giving count off and ascertaining that there are not more than 14 men per rank, he marches counterclockwise completely around the guard and takes his post 3 paces in front and 2 paces to the right of the front rank. He then faces down the line and commands, OPEN RANKS, MARCH (fig. 3). This command is executed by the guard, but the band and the fourth rank of the guard stand fast.

(4) After the ranks have opened, the sergeant major dresses the guard. He then moves to a post 3 paces in front of the front rank and one to the right of the right file, faces to the left and commands, READY, FRONT. He then

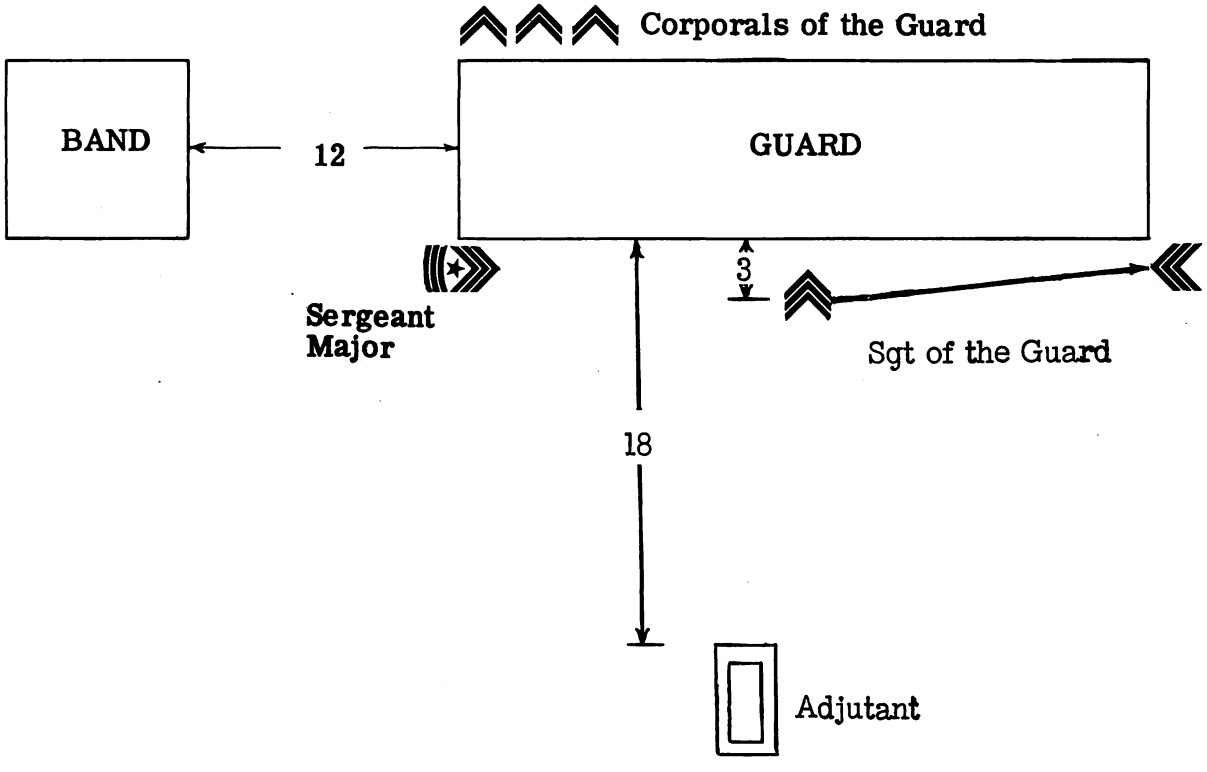

FIGURE 1.—The sergeant of the guard moves to position to dress the guard on the sergeant major.

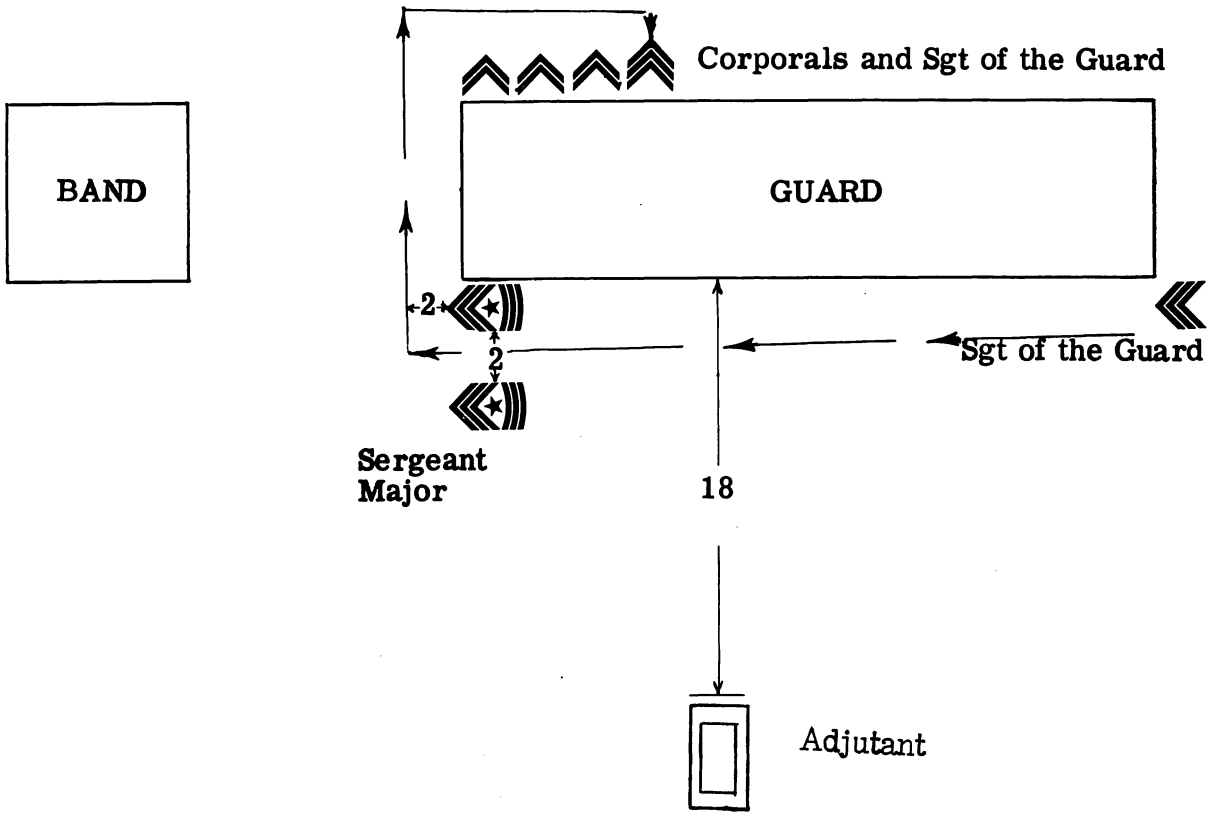

FIGURE 2.—The sergeant of the guard moves to position in the fourth rank. The sergeant major takes position for COUNT, OFF.

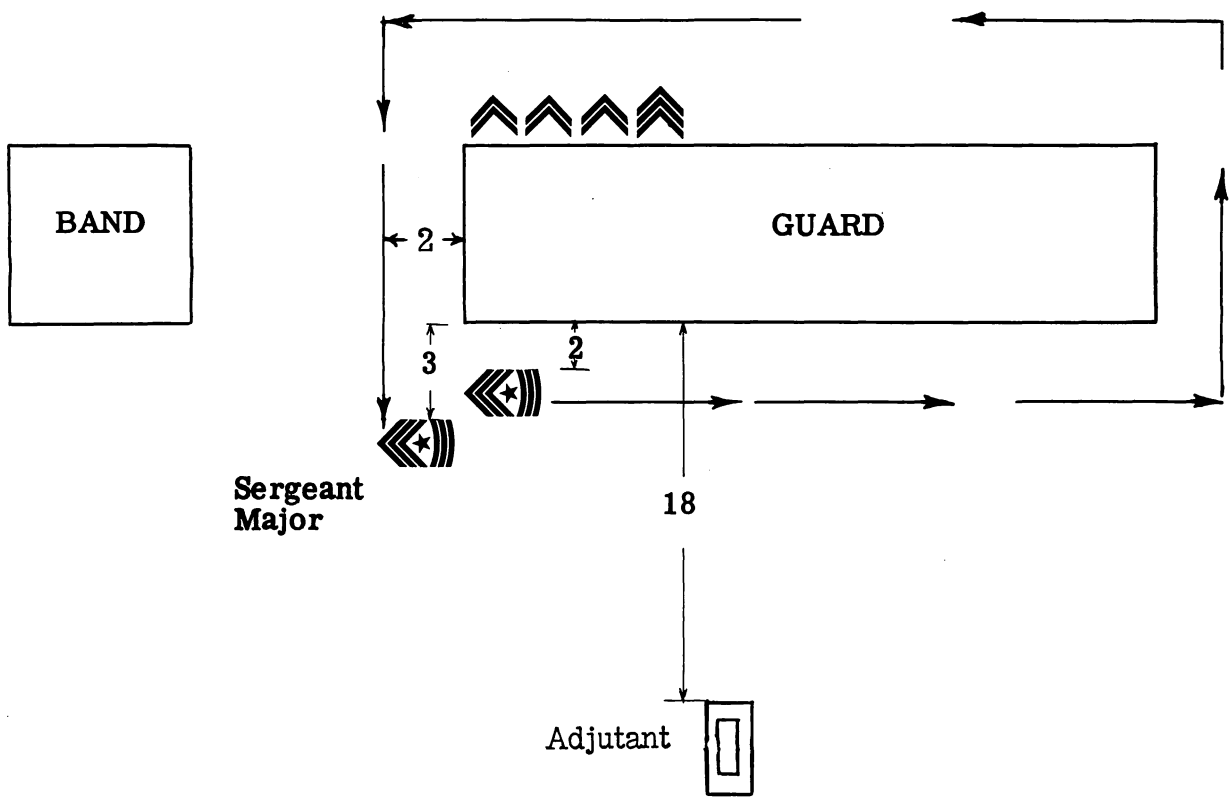

FIGURE 3.—The sergeant major performs his ceremonial walk around prior to giving OPEN RANKS, MARCH

moves parallel to the front of the guard until opposite its center, executes a right flank, and halts 6 paces from the front rank of the guard. He salutes and reports, "Sir, the guard is correct." The adjutant returns the salute and directs the sergeant major, "Take your post." The adjutant then draws sword. As the sergeant major goes forward to report, the commander of the guard and the junior officer of the guard come forward together to their post 6 paces to the rear of the rear rank. The commander of the guard is behind the right file of the guard; the junior officer on his left at normal interval (fig. 4).

(5) The sergeant major takes his post by facing about and moving right oblique directly to a point 3 paces beyond the left of and on line with the front rank. He then faces front and executes order sword. As the sergeant major takes his post, the commander of the guard and the junior officer of the guard face right and step out together. They execute column left when clear of the right flank of the guard, and again 5 paces beyond the front of the guard. When opposite the adjutant, the commander of the guard executes by the right flank and halts 6 paces from the front rank of troops. The junior officer of the guard executes by the right flank when 2 paces beyond the commander of the guard and halts abreast of him. They draw swords together (fig. 5).

c. Assignment phase.—(1) The adjutant commands, OFFICER(S) AND NONCOMMISSIONED OFFICERS OF THE GUARD, FRONT AND CENTER, MARCH. At the command CENTER, the officers of the guard execute carry sword; the noncommissioned officers of the guard face to the right and come to the right shoulder on command of the sergeant of the guard. At the command MARCH: the officers of the guard

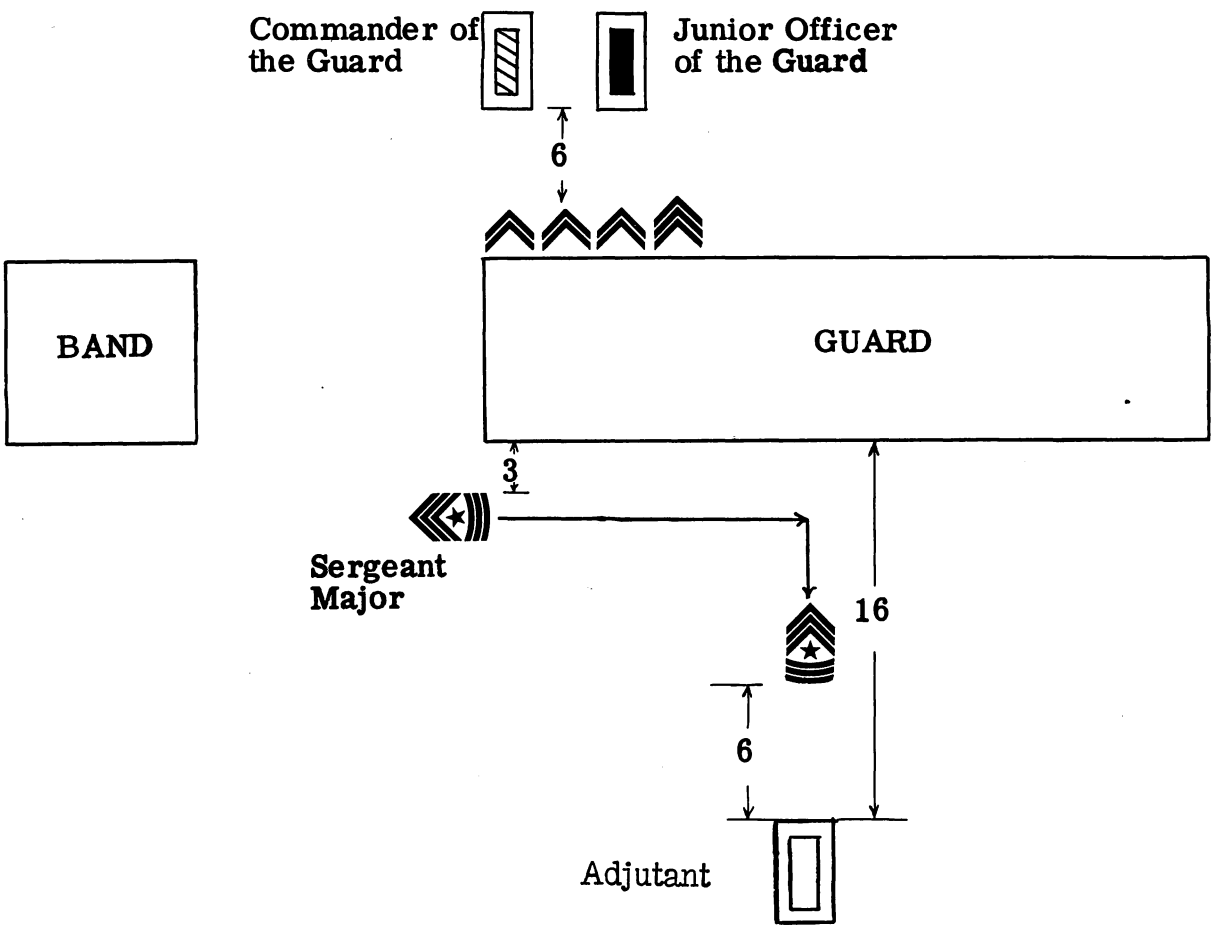

FIGURE 4.—The sergeant major moves forward to report. The commander of the guard and junior officer of the guard take up their position in rear of the fourth rank.

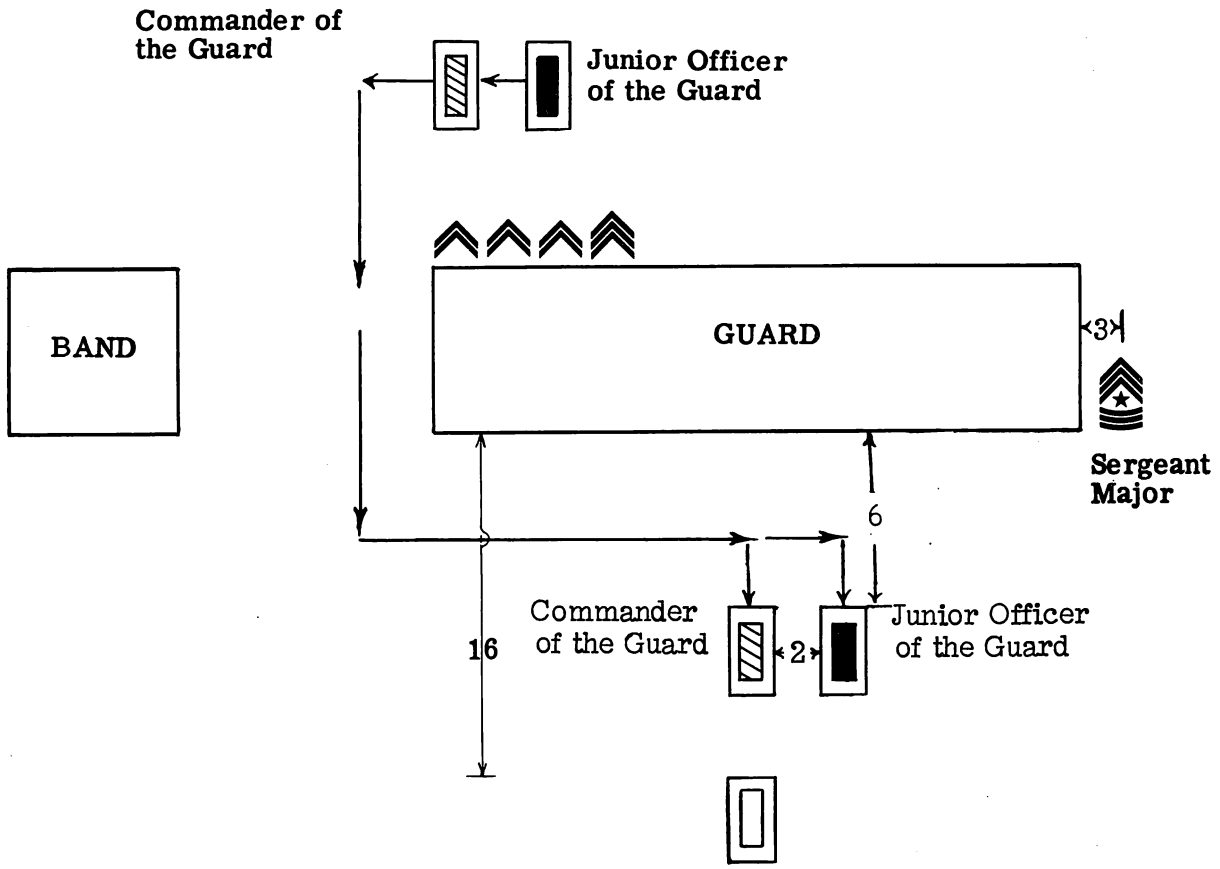

FIGURE 5.—The commander of the guard and the junior officer of the guard move from the rear of the guard and take their position in front of the guard.

advance and halt 3 paces from the adjutant, remaining at the carry; the noncommissioned officers of the guard, moving in column, pass beyond the right flank of the guard and execute two column lefts to place themselves 3 paces in rear of and centered on the line of officers of the guard. They halt and face to the front on command of the sergeant of the guard. They remain at right shoulder arms (fig. 6).

(2) The adjutant, remaining at the carry, passes along the front of each rank. He makes precise movements as he would if inspecting and names the officers and noncommissioned officers as follows: "Commander of the guard; assistant commander of the guard; sergeant of the guard; corporal of the guard, third relief; corporal of the guard, second relief; corporal of the guard, first relief." The adjutant then returns, via the rear and right flank of the officers and noncommissioned officers of the guard, to his original position.

(3) The adjutant then commands, POSTS, MARCH. On the command POSTS, the officers and noncommissioned officers of the guard all face about. On MARCH, they move by the most direct route to their posts (fig. 7). The commander of the guard takes his post 10 paces in front of the center of the guard, faces the front and executes order sword. The junior officer of the guard takes post abreast of the left flank of the rear rank in rear of the sergeant major and executes order sword. He passes between the guard and the sergeant major, since the sergeant major is not part of the guard (fig. 7). The noncommissioned officers of the guard execute order arms and about face at their posts on command of the sergeant of the guard.

d. Inspection phase.—(1) The adjutant directs the commander of the guard, "Inspect your guard, sir." The adjutant then returns sword. The commander of the guard faces about and commands, PREPARE FOR INSPECTION. The junior officer of the guard

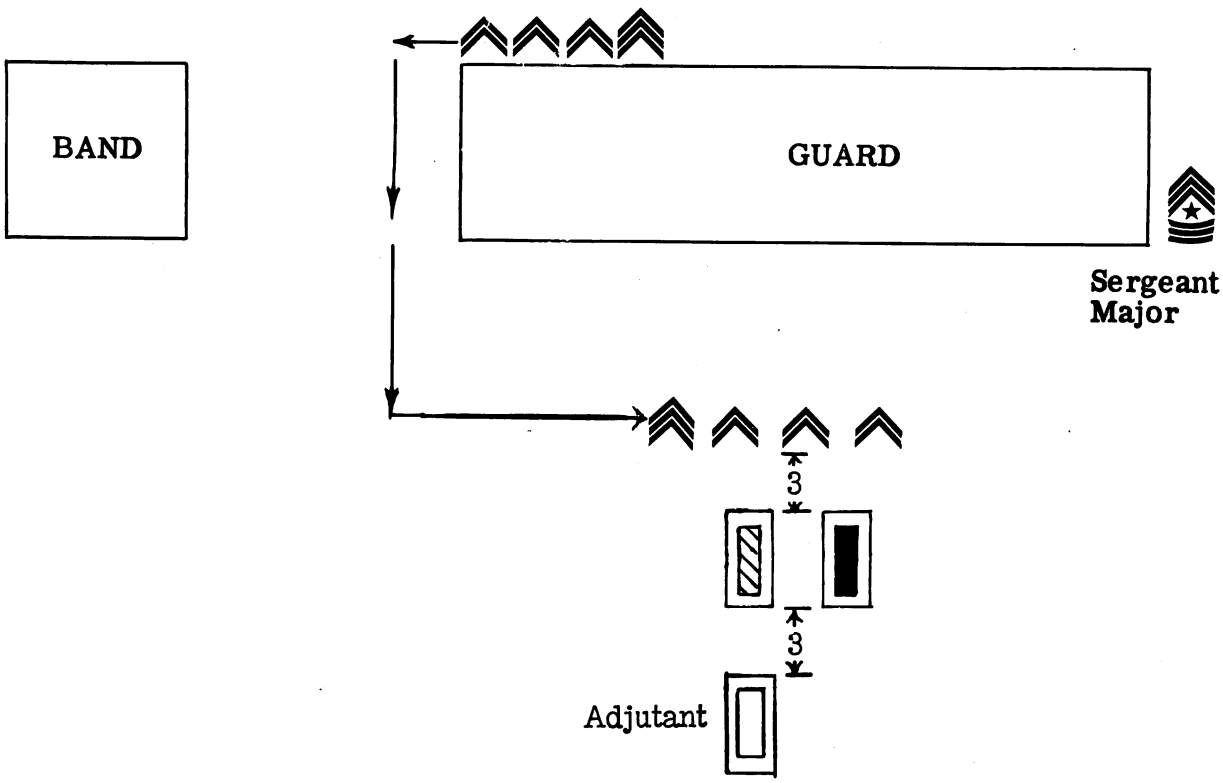

FIGURE 6.—Officers and noncommissioned officers of the guard move forward for assignment.

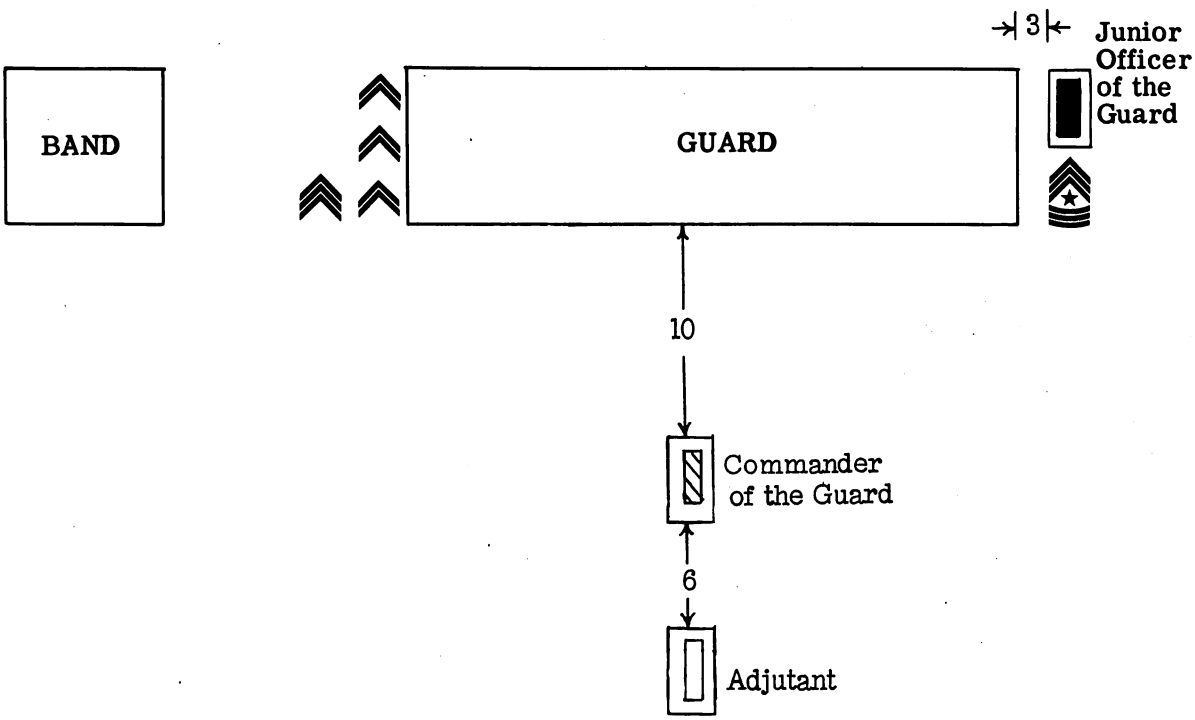

FIGURE 7.—Officers and noncommissioned officers of the guard take their assigned posts.

returns sword, faces about, marches around the rear and right flank of the guard and takes position two paces in front of and facing the corporal of the guard, first relief.

(2) When the junior officer of the guard reaches the center rear of the guard, the commander of the guard returns sword and steps off to the left oblique and halts 2 paces in front of an facing the sergeant of the guard. When the commander of the guard is joined by the junior officer of the guard, the two officers advance one pace and begin the inspection.

(3) Since the formal guard mount is primarily a ceremony, the inspection should be brief, but precise. The adjutant may make a general inspection of the guard or remain in position. The commander of the guard and the junior officer of the guard make the normal movements used at an inspection. The sergeant major is not inspected because he is not a member of the guard. The officers pass between the left flank of the guard and the sergeant major. The band plays during the inspection.

(4) The inspection ended, the adjutant takes post 36 paces in front of and facing the center of the guard and draws sword. The officers of the guard proceed to their posts by the most direct route. All officers draw sword with the adjutant and then come to order sword. The new officer of the day takes post in front of and facing the center of the guard 36 paces in rear of the adjutant. The old officer of the day takes post 3 paces to the right and 1 pace in rear of the new officer of the day. The officers of the day, without drawing sword, remain at attention.

e. Honors phase.—(1) The adjutant, at the carry, then commands, PARADE, REST; SOUND OFF and executes order sword and parade rest (fig. 8).

(2) The adjutant comes to attention, then carry sword. He commands GUARD, ATTENTION; CLOSE RANKS, MARCH; PRESENT, ARMS. These orders do not pertain to the band. The adjutant then faces the new officer of the day, presents sword and reports, "Sir, the guard is formed." The new officer of the day returns the salute and directs the adjutant to "March the guard in review, Sir." The adjutant comes to the carry, faces about and commands ORDER, ARMS.

f. Pass in review phase.—(1) The adjutant commands, PASS IN REVIEW; RIGHT, FACE. The commander of the guard, junior officer of the guard and sergeant major come to the carry on RIGHT. At the command FACE, the guard faces to the right. The band executes a turn to the right and moves forward until its rear rank is 24 paces in front of the guard. The band then halts. The commander of the guard places himself in front of the corporal of the guard, first relief, and executes order sword. The sergeant major places himself 3 paces to the left of and on line with the rear man in the left file and executes order sword. The junior officer of the guard faces right and executes order sword. The adjutant places himself 3 paces to the left of the commander of the guard and on line with him, remaining at the carry and facing the guard (fig. 9).

(2) The adjutant commands RIGHT SHOULDER, ARMS, faces left and commands FORWARD, MARCH. On the command FORWARD, sword carriers come to the carry. The guard marches past the officers of the day, in accordance with the principles of a review, at the commands of the commander of the guard. The drum major and bandmaster salute for their unit. The guard, adjutant, commander of the guard, and sergeant major execute eyes right upon command of the commander of the guard. The junior officer of the guard remains at the carry. The new officer of the day returns the salutes of the commander of the guard and the adjutant. He salutes only once since the adjutant and the commander of the guard salute together.

(3) The band, having passed the officers of the day, executes three left turns to place itself opposite and facing them at a distance of 24 paces. The band continues to play until the guard leaves the parade ground. When the band leaves the route of march of the guard, the field music (drum and bugle corps) detaches himself from the band and continues marching in front of the guard. The field music (drum and bugle corps directed by the drum major) leads the guard from the field, commencing music when the band ceases. The adjutant and sergeant major individually execute ready front, and carry sword 6 paces beyond the officer of the day. The commander of the guard commands READY, FRONT when the rear of

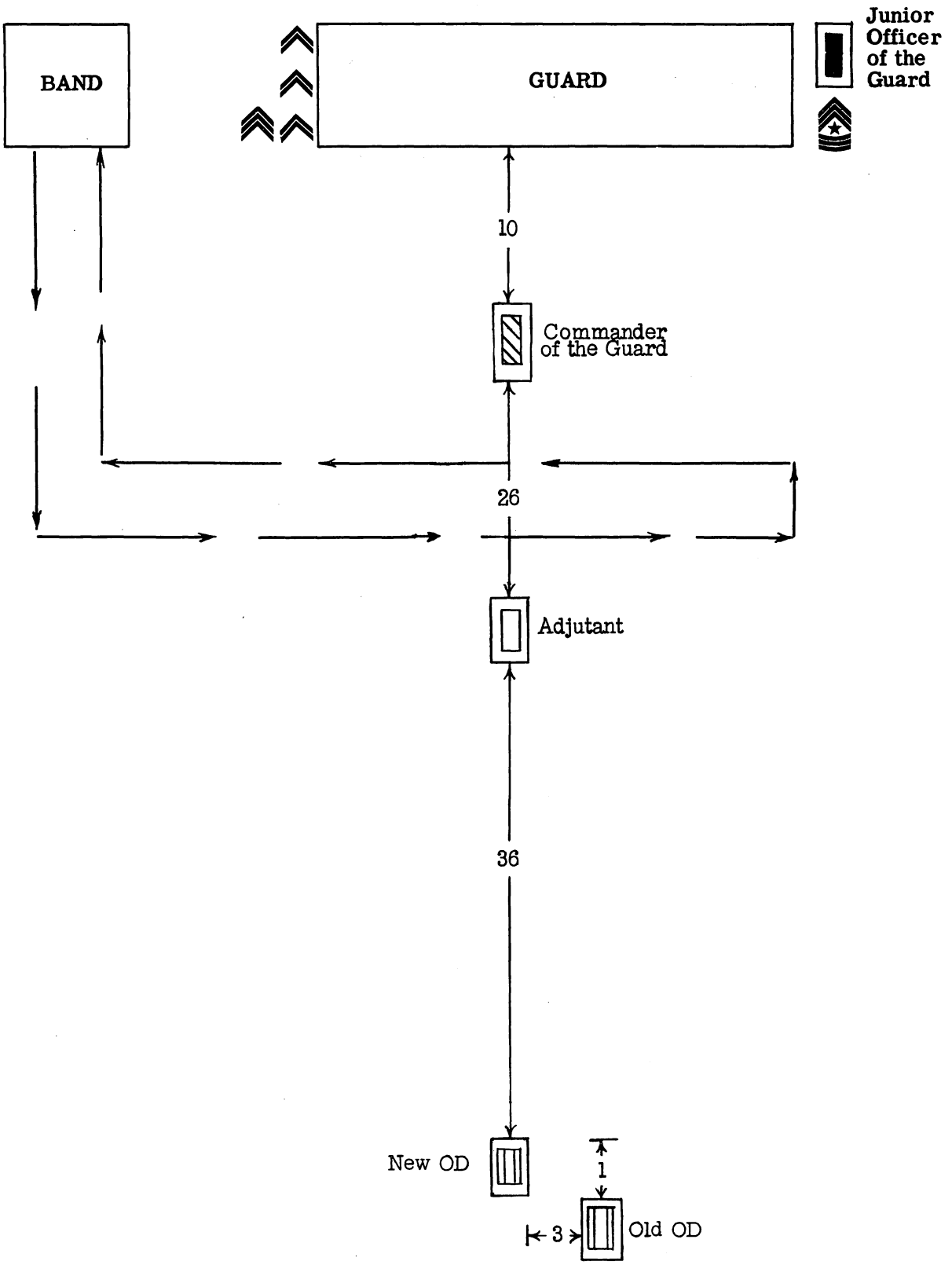

FIGURE 8.—Formation on completion of inspection and during the band's trooping the line.

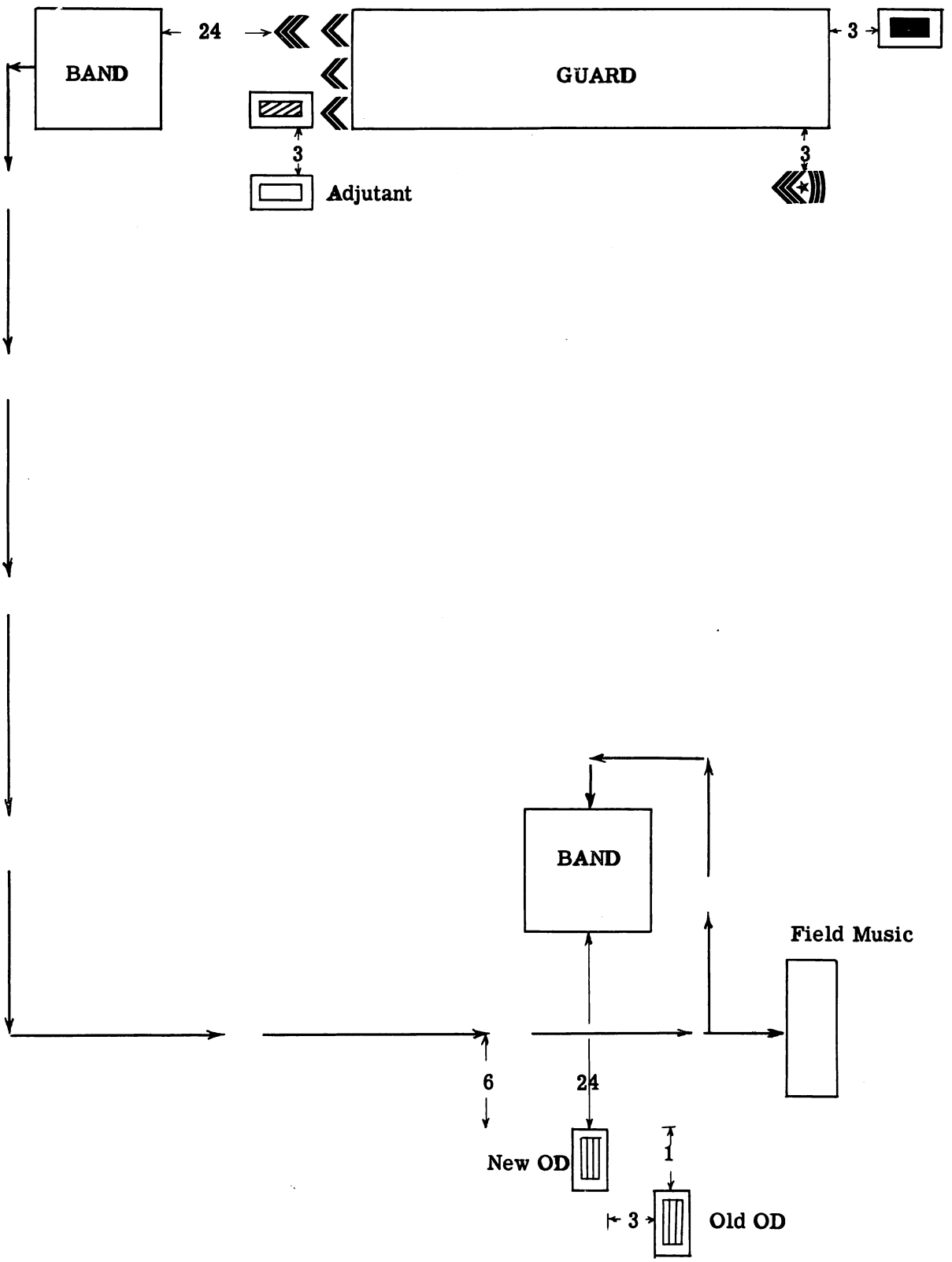

FIGURE 9.—Positions of the officers of the day and officers and noncommissioned officers of the guard for pass in review. Movements of band and field music.

the guard is 6 paces beyond the new officer of the day.

(4) Having passed 25 paces beyond the officer of the day, the adjutant halts and executes order sword. The sergeant major halts abreast of the adjutant and 1 pace to his left and executes order sword. The adjutant and sergeant major return sword. The adjutant and sergeant major face each other, salute and retire. The officers of the day face each other, salute and retire. While the band is playing and the guard is marching in review, the officers of the day stand at attention. The band retires immediately following the exchange of salutes by the officers of the day.

5–28 FORMAL GUARD MOUNTING CONSISTING OF TWO PLATOONS.—*a.* Muster and inspection by the first sergeant are the same as for one platoon. The guide of the first platoon is the sergeant of the guard. He acts in the same capacity as the sergeant of the guard for one platoon. The guide for the second of the two platoons may be purely functionary for the ceremony or he may be one of two sergeants of the guard which are used by some units. In either case, the guide of the second platoon falls in on the left flank, rear rank, at the muster and inspection. After the sounding of *Assembly* and upon the sergeant of the guard's command, NONCOMMISSIONED OFFICERS OF THE GUARD, FORM THE FOURTH RANK, he executes an about face, moves at trail arms along the rear rank of the platoon, and takes his position on the left of the three corporals of the guard. The corporals of the guard form the fourth rank in the same manner as for one platoon. The platoon is faced to the right. The adjutant commands the field music to SOUND ADJUTANT'S CALL, from his post 72 paces front and center of the guard's on line position. The sergeant major is on his left. Both draw swords when they have taken their posts.

b. (1) The adjutant, sergeant major and the guard march at the first note of march music; the guard is dressed, and the sergeant of the guard takes place in the fourth rank in the same manner as for one platoon (fig. 10). The ser-

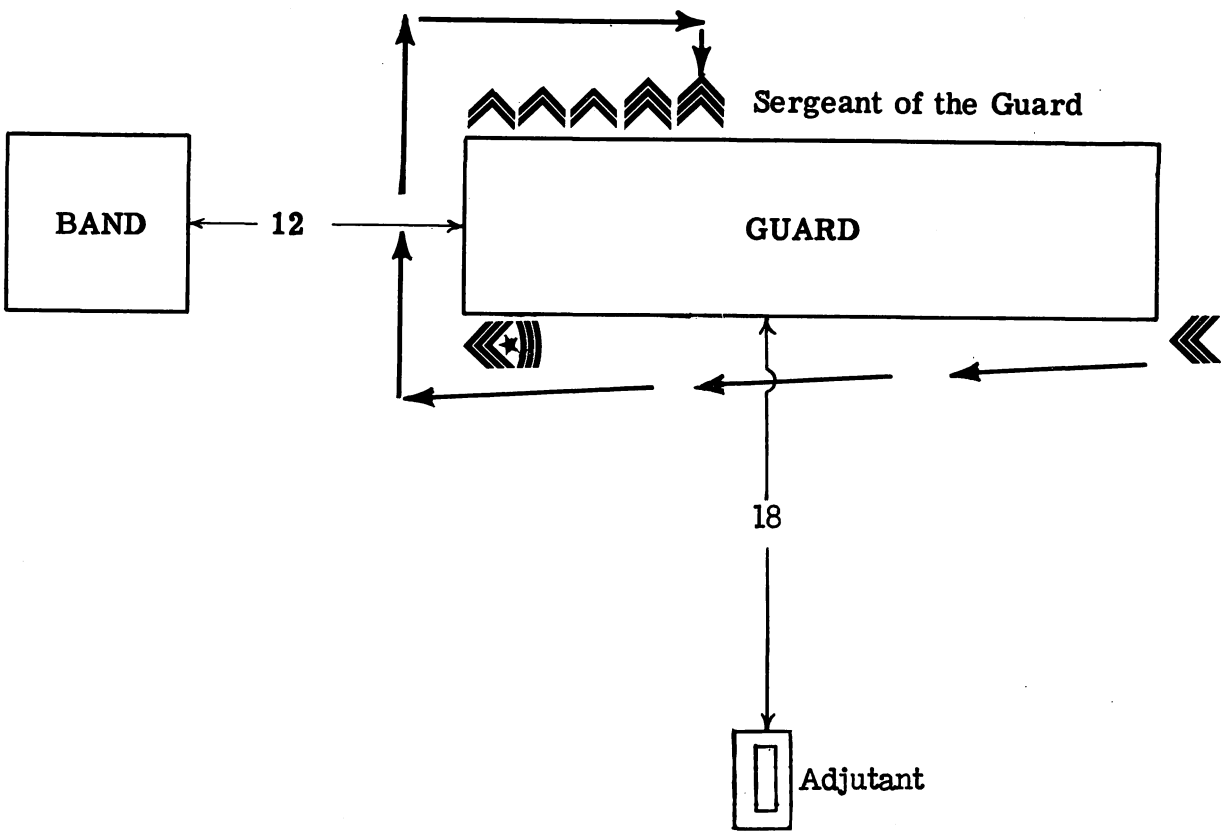

FIGURE 10.—The sergeant of the guard takes his position in the fourth rank.

geant major, upon finding more than 14 men in a rank after COUNT, OFF, divides the guard into two platoons of approximately equal strength. For this purpose he leaves his post, proceeds to the dividing line between platoons, and halts. He faces left, raises his left arm to the horizontal (hand vertical, fingers extended and joined), and points to the dividing line, and commands SECOND PLATOON, LEFT STEP, MARCH; PLATOON, HALT. The command HALT is given at the proper time to insure an interval of 5 paces between platoons. The sergeant major then faces right in marching and proceeds completely around the guard, executing a face to the left in marching at every necessary turn. He takes his post 3 paces in front of and 2 paces to the right of the front rank, facing down the line (fig. 11). He causes the ranks to be opened and alines the guard in the same manner as for one platoon.

(2) The commander of the guard takes position 6 paces in rear of the right file of the fourth rank. The commanders of platoons fall in on his left at normal interval (fig. 12). After the sergeant major has reported to the adjutant in the same manner as for one platoon, the commander of the guard moves from the rear of the guard, passes around the right flank, takes post, facing front, 10 paces in front of the center of the guard and draws sword. The platoon commanders move with the commander of the guard and take post, facing front, 6 paces in front of the center of their platoons. The platoon commanders draw swords with the commander of the guard.

c. (1) The adjutant then commands, OFFICERS AND NONCOMMISSIONED OFFICERS OF THE GUARD, FRONT AND CENTER, MARCH. At the command CENTER, the officers of the guard execute carry sword, and the noncommissioned officers of the guard, on the command of the sergeant of the guard, execute right face and right shoulder arms. At the command MARCH the officers of the guard advance by the most direct route and halt 3 paces from the adjutant with the commander of the first platoon centered on the adjutant, the commander of the guard and the commander of the second

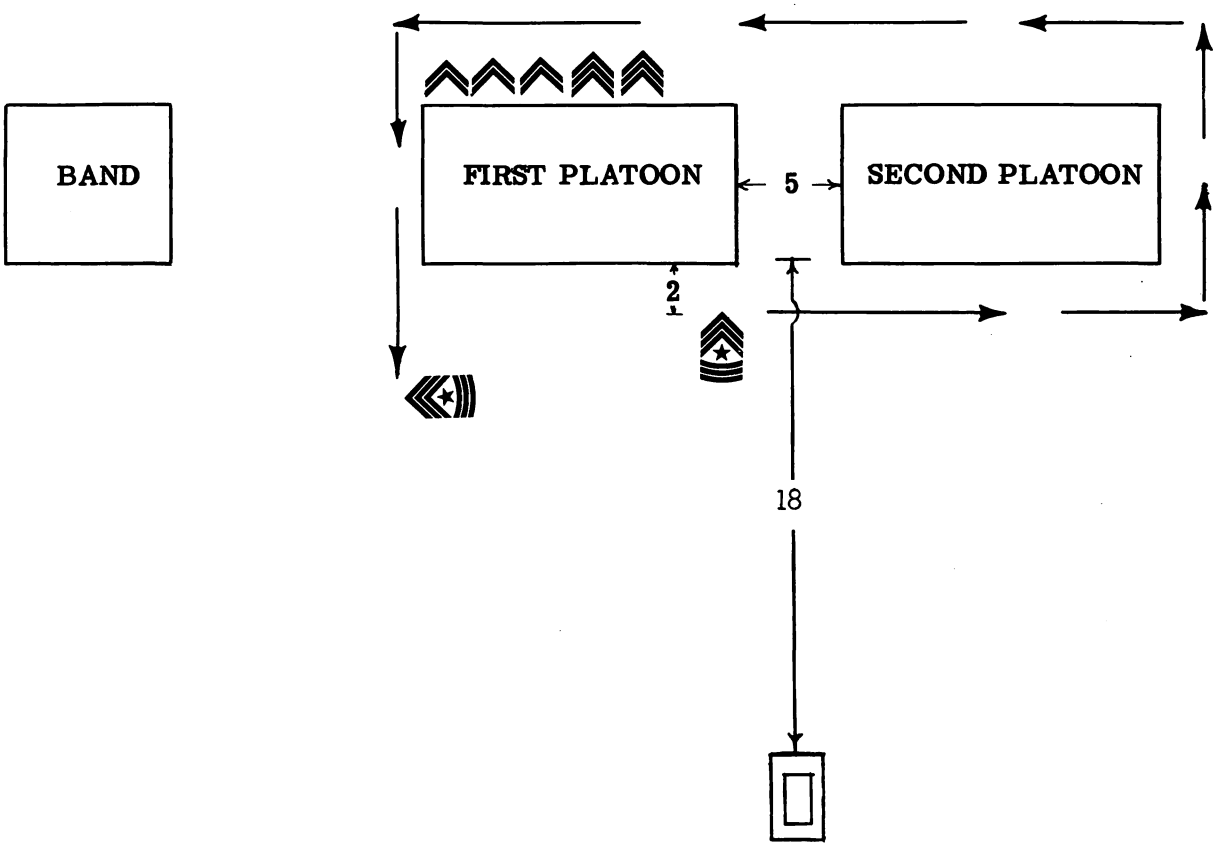

FIGURE 11.—The sergeant major divides the guard and continues his ceremonial walk-around.

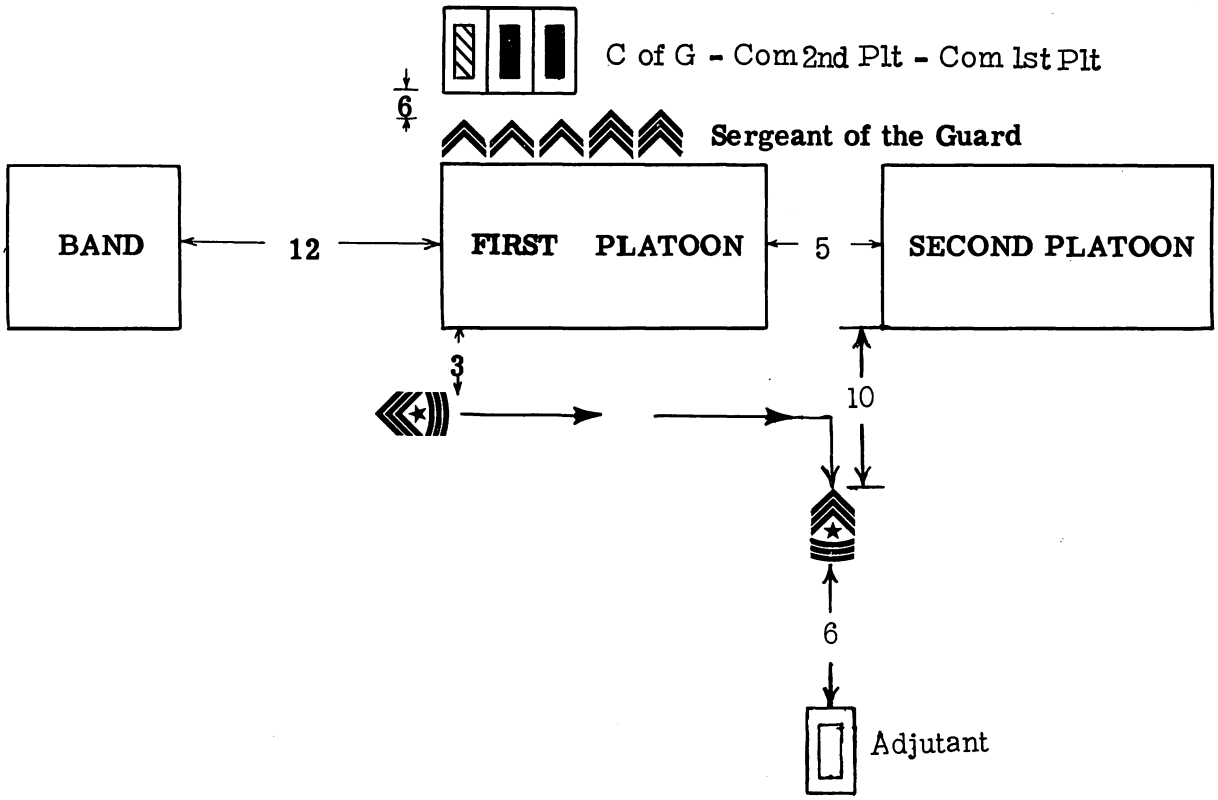

FIGURE 12.—The officers of the guard form in rear of the fourth rank as the sergeant major goes forward to report.

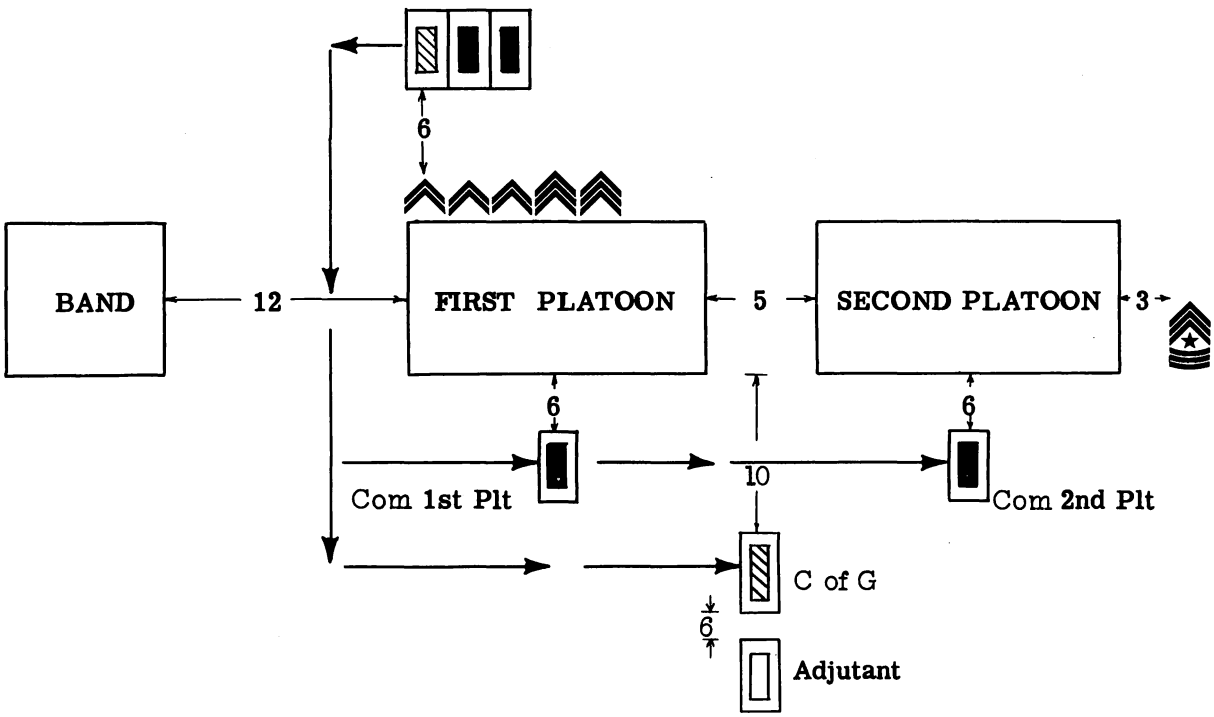

FIGURE 13.—The officers of the guard take position in front of the guard as the sergeant major takes his post.

platoon at normal interval on his right and left, respectively. The officers remain at the carry. The noncommissioned officers of the guard move in column around the right flank and execute two column left movements to form 3 paces in rear of the officers of the guard and centered on the adjutant. They halt and face to the front on the command of the sergeant of the guard and remain at right shoulder arms (fig. 14).

(2) The adjutant, remaining at the carry, passes along the front of each rank, making precise movements as he would at inspection, and names the officers and noncommissioned officers of the guard as follows: "commander of the guard; assistant commander of the guard; sergeant of the guard; assistant sergeant of the guard; corporal of the guard, third relief; corporal of the guard, second relief; corporal of the guard, first relief." The adjutant, then returns to his post via the rear and right flank of the officers and noncommissioned officers of the guard. He takes his original position by halting and executing left face. The adjutant then commands, POSTS, MARCH. On POSTS, the officers and noncommissioned officers of the guard all face about. On MARCH, they move by the most direct route to the posts assigned them.

(3) The commander of the guard is 10 paces front and center of the guard when he halts, faces about and executes order sword. The commanders of the two platoons move to 6 paces front and center of their platoons. Here, they halt, face about and execute order sword. The guide, second platoon, allows the three right file men of the first platoon to step off and clear him before he moves to his post. All noncommissioned officers of the guard execute order arms and about face on command of the sergeant of the guard (fig. 15).

d. (1) The adjutant then directs the commander of the guard to, "Inspect your guard, Sir." He then executes return sword. The commander of the guard faces about, commands, PREPARE FOR INSPECTION, and executes return sword. The commanders of the platoons face to the right in marching, march to positions 3 paces in front of the guides of their respective platoons, halt, execute left face and order sword. The commander of the guard then steps off to the left oblique and halts 3 paces in front of and facing the commander of the first platoon. They exchange salutes and the platoon commander returns sword. The inspection of the first platoon is then conducted in a manner similar to that described for a one-platoon guard with the platoon commander accompanying the commander of the guard.

(2) On completion of the inspection of the first platoon, the platoon commander takes

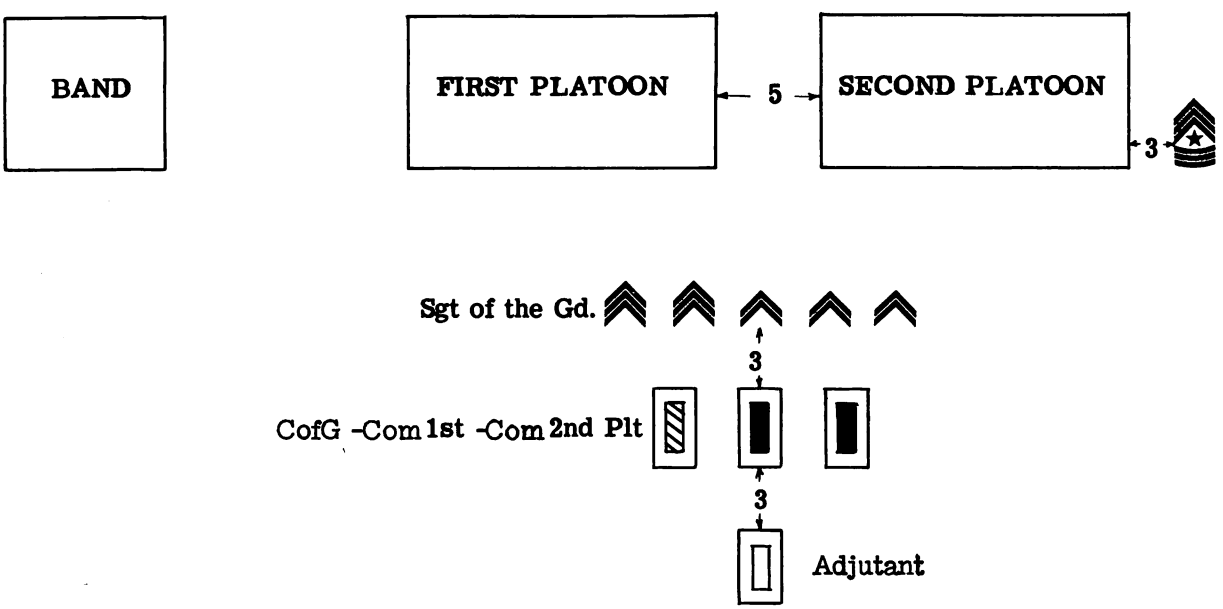

FIGURE 14.—Officers and noncommissioned officers of the guard come forward for assignment.

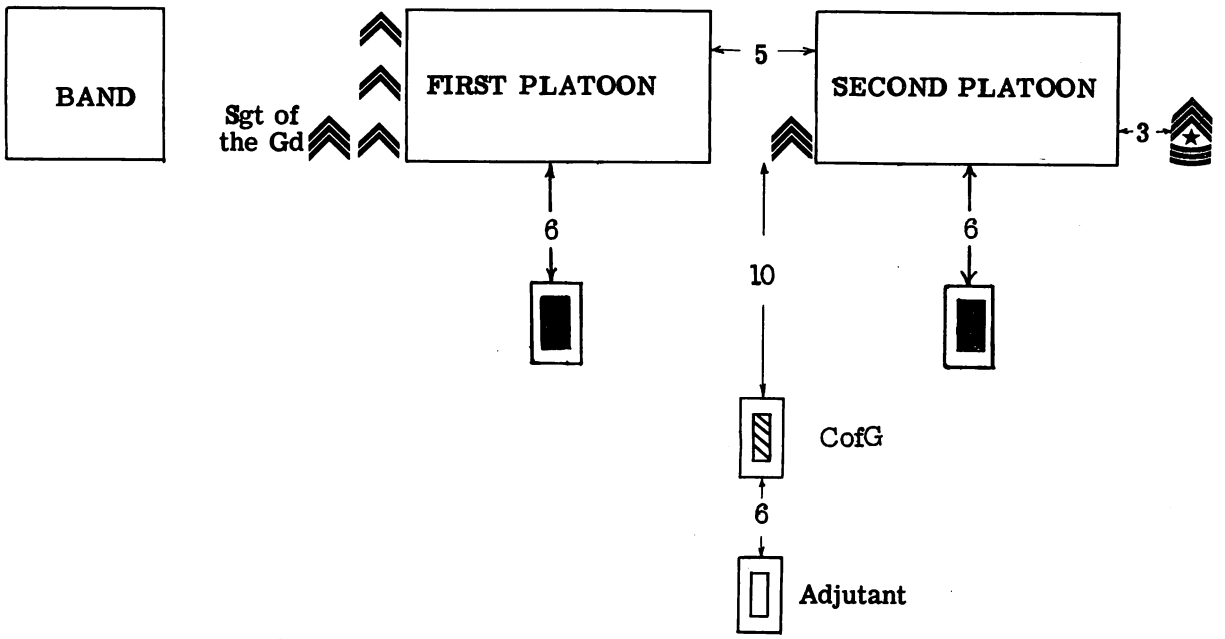

FIGURE 15.—Officers and noncommissioned officers of the guard take their assigned posts.

post 6 paces in front of the center of his platoon and draws sword. The commander of the guard then proceeds to inspect the second platoon in the same manner.

(3) The adjutant may make a general inspection of the guard or remain in position. The band plays during the inspection.

(4) The inspection ended, the second platoon commander takes his post 6 paces in front of the center of his platoon. The commander of the guard returns to his post 10 paces in front of the center of the guard. The adjutant takes post 36 paces in front of and facing the guard and draws sword. The commander of the guard and the second platoon commander execute draw sword with the adjutant.

The officers of the day take their position 36 paces from and facing the adjutant. The new officer of the day is centered on the adjutant and commander of the guard, while the old officer of the day is 3 paces to the right and 1 pace to the rear of the new officer of the day (fig. 16). The officers of the day do not draw sword.

e. (1) The adjutant, at the carry, commands, PARADE, REST; SOUND OFF, executes order sword and then parade rest. The band troops the line between the commander of the guard and the adjutant in the same manner as for one platoon (fig. 8). The adjutant then comes to attention, executes carry sword and commands GUARD, ATTENTION; CLOSE RANKS, MARCH; PRESENT, ARMS. The band stands fast on CLOSE RANKS, MARCH.

(2) The adjutant faces the new officer of the day, presents sword and reports, "Sir, the guard is formed." The salute is returned by the new officer of the day who directs the adjutant, "March the guard in review, Sir."

f. (1) The adjutant executes carry sword, faces about and commands, ORDER, ARMS; PASS IN REVIEW; RIGHT, FACE. On the command RIGHT all sword carriers execute carry sword, take up their new positions and execute order sword. The officers positions are: Platoon commanders in front of the left file of their respective platoons at normal distance; commander of the guard in front of the commander of the first platoon at normal distance; adjutant 3 paces to the left of the commander of the guard facing the flank of the guard. The sergeant major is 3 paces to the left of the last man in the left file of the second platoon. The guides are in front of the right file of their respective platoons at normal distance (fig. 17).

(2) The adjutant, facing the flank of the guard, commands, RIGHT SHOULDER, ARMS. He then faces left and commands, FORWARD,

MARCH. On the command FORWARD all sword carriers execute carry sword. On MARCH all troops step off. The band makes the same movements as for a one-platoon guard mounting. Commands are given by the commander of the guard from this point on. Supplementary commands are given by the commander of the second platoon.

(3) The first platoon, adjutant and commander of the guard execute eyes right upon command of the commander of the guard. The second platoon and the sergeant major execute eyes right upon command of the second platoon commander.

(4) The adjutant comes to ready front and executes carry sword 6 paces beyond the officer of the day. He halts 25 paces beyond the officer of the day and executes order sword. The sergeant major comes to ready front and executes carry sword 6 paces beyond the officers of the day, halts to the left of the adjutant and executes order sword. They return sword together, face each other, salute and retire.

5–29 INFORMAL GUARD MOUNTING.—Informal guard mounting is held on the parade ground of the organization from which the guard is detailed, or if the guard is detailed from more than one organization, at such place as the commanding officer may direct. Informal guard mounting is divided into three phases: formation, assignment, and inspection.

a. Formation.—(1) When all members of the guard are from one company, the guard is formed as a platoon by the sergeant of the guard at muster. Prior to assembly the muster is verified and the detail inspected by the first sergeant according to the rules for inspection in chapter 3. The field music of the guard falls in at normal interval on the left of the front rank when the platoon falls out for muster. On inspection, the first sergeant replaces those who do not present a creditable appearance, turns the detail over to the sergeant of the guard and directs him to, "Report to the commander of the guard prior to the sounding of assembly." When the guard is composed of

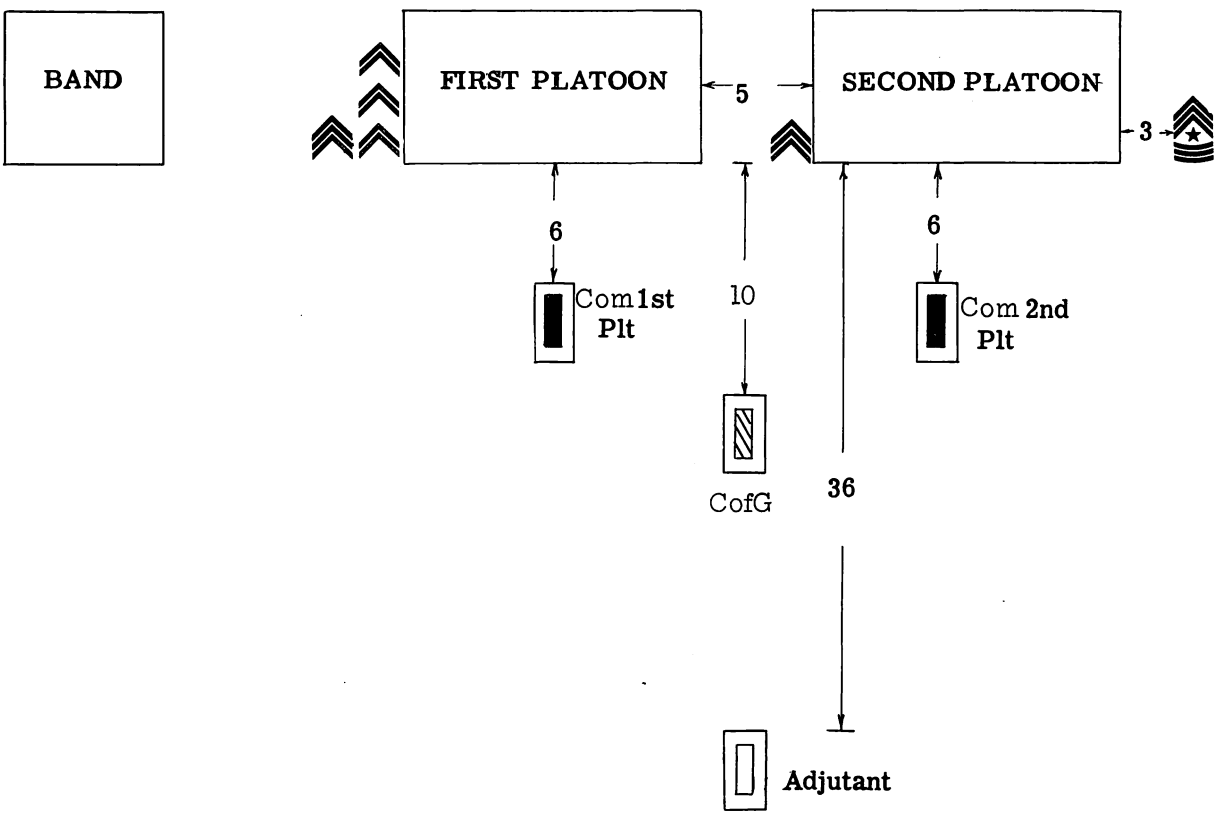

FIGURE 16.—Position of adjutant and officers of the guard, upon completion of inspection and taking of new post.

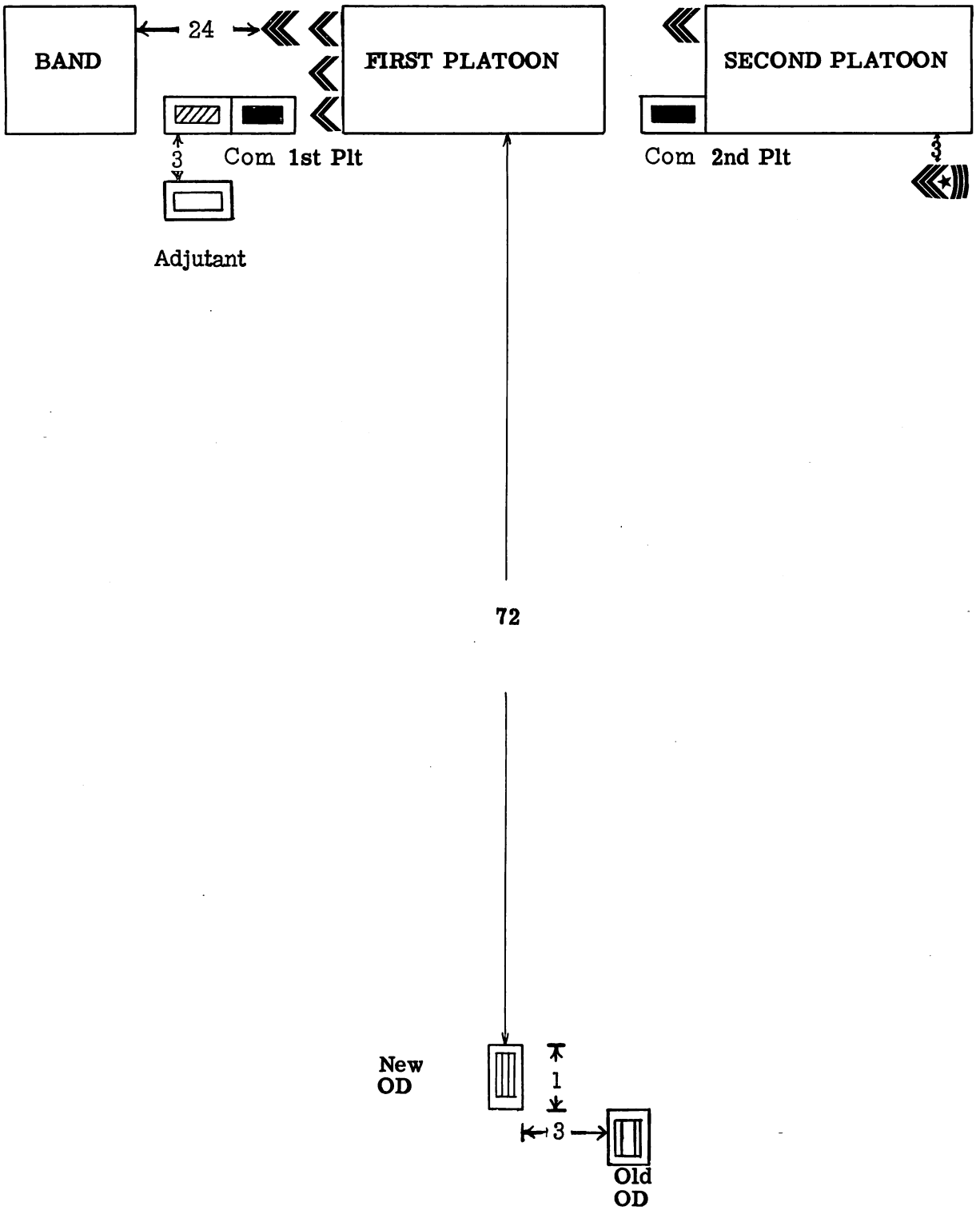

FIGURE 17.—Positions of the officers of the day and officers and noncommissioned officers of the guard for pass in review.

details from separate companies, they are mustered and inspected in similar manner. They are then marched by the noncommissioned officer in charge of the detail to the point designated by the commanding officer for the ceremony. There they report to the sergeant of the guard for formation into a platoon. When the guard is formed from separate units prior to *Assembly*, the field music reports to the sergeant of the guard so he can be inspected prior to the inspection by the new officer of the day.

(2) The commander of the guard arrives in time to receive the report before *Assembly*. The sergeant of the guard salutes and reports, "Sir, the guard is correct" (fig. 18). The commander of the guard returns the salute and commands, NONCOMMISSIONED OFFICERS, OF THE GUARD FORM THE FOURTH RANK. The corporal of the guard in the first rank gives the following commands to move the corporals of the guard to the fourth rank in inverse order: ABOUT, FACE; COLUMN RIGHT, MARCH; DETAIL, HALT; RIGHT, FACE; COVER. The sergeant of the guard faces to the right in marching and proceeds to his post in the fourth rank on the left of the corporals of the guard.

(3) As the corporals of the guard are taking their posts in the fourth rank, the officer of the day takes his post 18 paces in front of and facing the center of the guard. The commander of the guard faces about, salutes and reports, "Sir, the guard is formed." The officer of the day returns the salute (fig. 19).

b. Assignment.—(1) The officer of the day then commands, OFFICERS AND NONCOMMISSIONED OFFICERS, FRONT AND CENTER. MARCH. On CENTER the noncommissioned officers, on command of the sergeant of the guard, face to the right and execute right shoulder arms. On MARCH the commander of the guard moves directly forward and halts within 3 paces of the officer of the day; the noncommissioned officers step out, execute column left when clear of the right flank of the guard, and column left again so as to halt 3 paces in rear of the commander of the guard. The noncommissioned officers then face right, centered on the adjutant and commander of the guard and remain at right shoulder arms. All movements by the noncommissioned officers are by the command of the sergeant of the guard (fig. 20).

(2) The officer of the day passes along the front of each rank, making precise movements as he would at an inspection, and names the officer and noncommissioned officers as follows: "Commander of the guard; sergeant of the guard; corporal of the guard, third relief; corporal of the guard, second relief; corporal of the guard, first relief." The officer of the day then marches to his original position via the right flank of the officer and noncommissioned officers

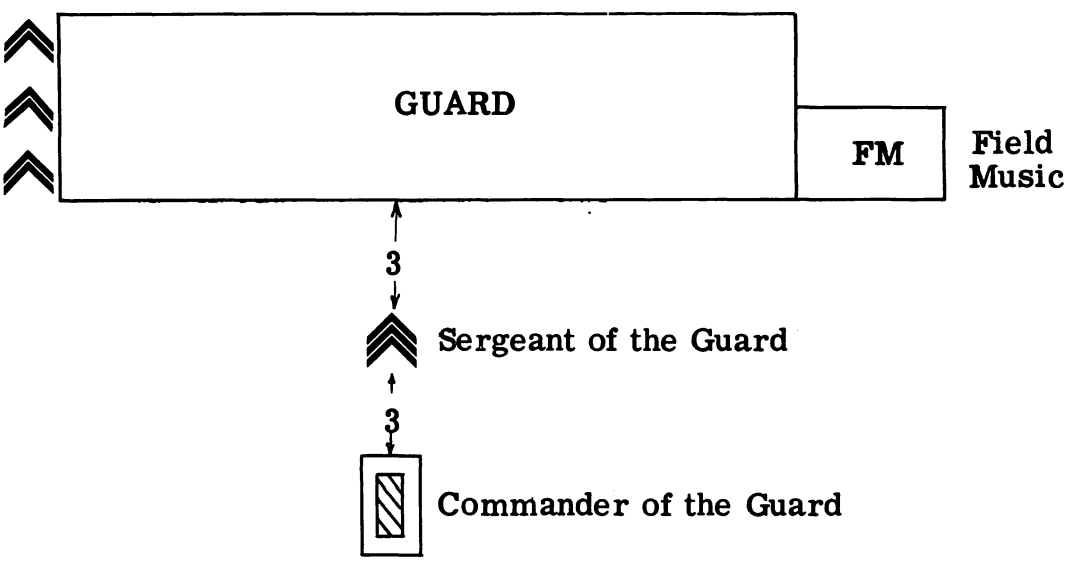

FIGURE 18.—Commander of the guard receiving the report from the sergeant of the guard.

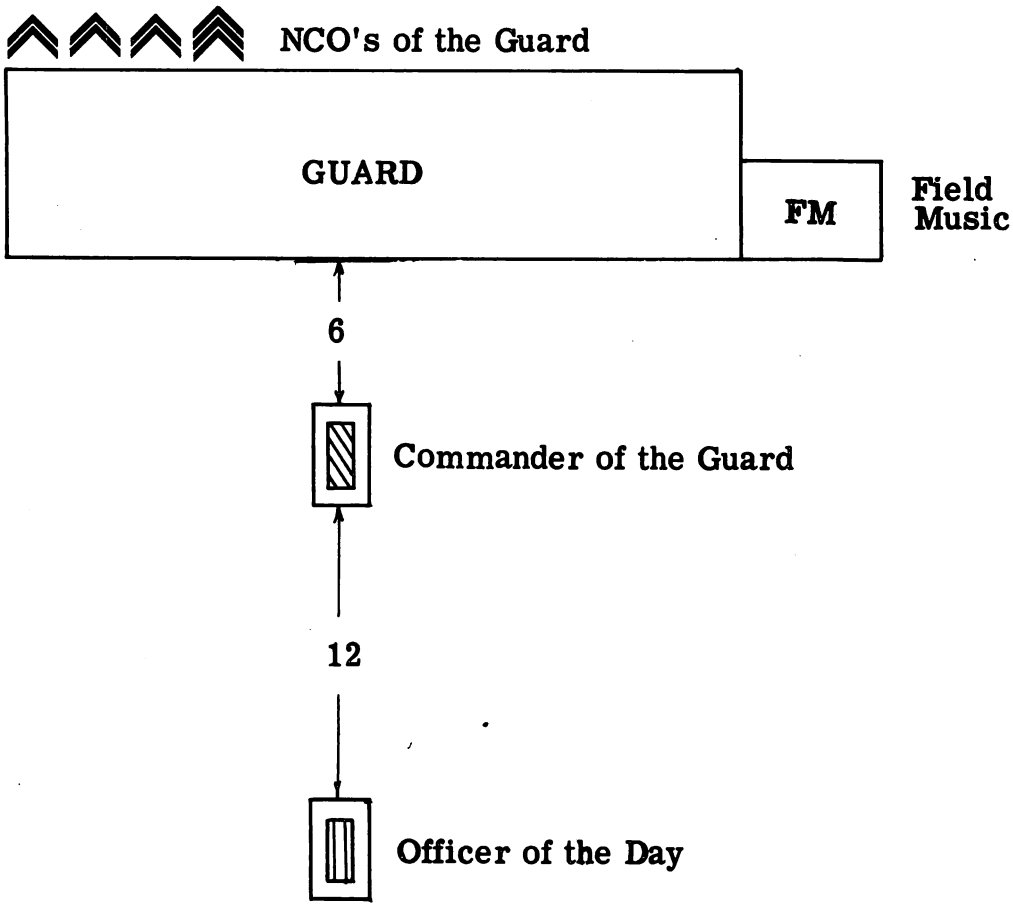

FIGURE 19.—Officer of the day receiving the report from the commander of the guard after the noncommissioned officers of the guard have formed the fourth rank.

of the guard. To take position, he halts, faces down the line, and executes left face (fig. 20).

(3) He then commands, POSTS, MARCH. The post of the commander of the guard is 12 paces in front and center of the guard, facing the front. The noncommissioned officers of the guard move by the most direct route to their positions on the right flank of the guard. They halt, execute order arms and about face on command of the sergeant of the guard (fig. 21).

c. Inspection.—(1) The officer of the day directs the commander of the guard, "Prepare for inspection." The commander of the guard faces about and commands, OPEN RANKS, MARCH. He proceeds to the right flank and alines the platoon. He then comes 3 paces forward of the front rank, halts, faces to the left, and commands, READY, FRONT. He then steps forward one pace and faces to the right.

(2) The officer of the day moves to the commander of the guard who salutes and reports, "Sir, the guard is ready for inspection" (fig. 22). The officer of the day returns the salute, inspects the commander of the guard and then the guard. The inspection is conducted as for a platoon in chapter 3, the commander of the guard acting as platoon commander. The officer of the day selects the necessary orderlies and color detail. He replaces those men who do not present a creditable appearance. The field music is inspected with the guard. He is checked for his ability to sound all calls specified by the commanding officer.

(3) When the inspection is completed, the commander of the guard, on the right rear flank, again salutes the officer of the day who returns the salute and proceeds to his post 18 paces in front of and facing the center of the guard. The commander of the guard comes forward 3 paces in front and one to the right of the front rank and commands CLOSE RANKS,

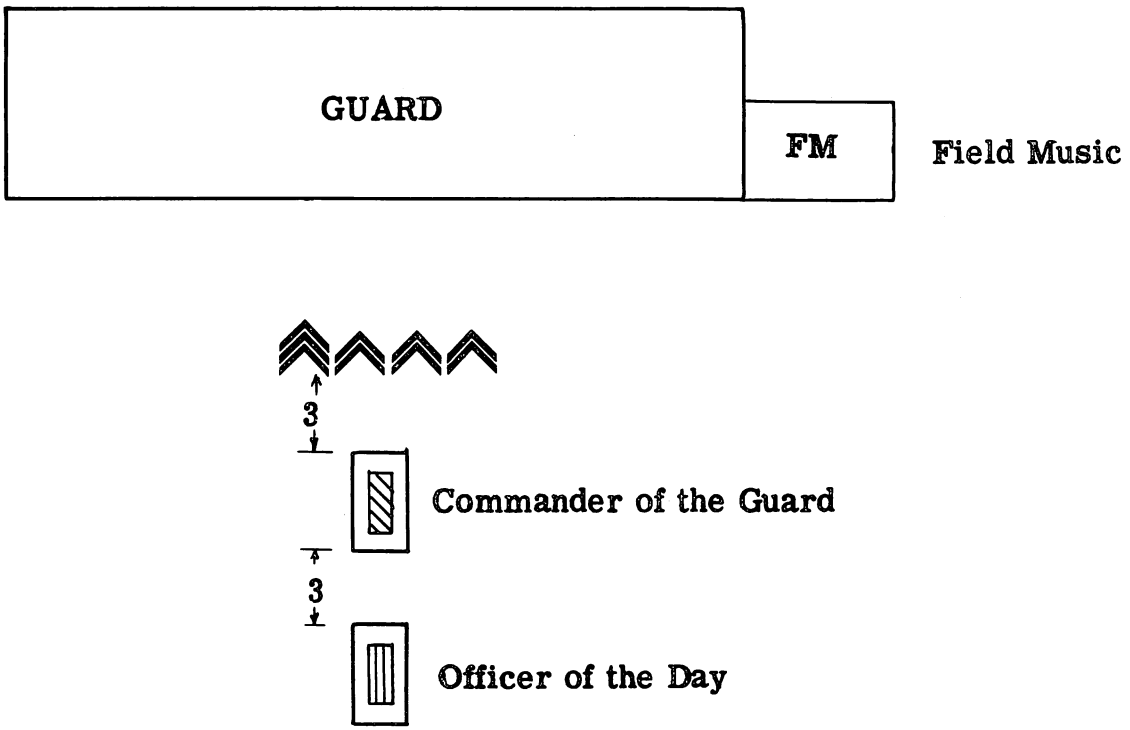

FIGURE 20.—Officers and noncommissioned officers of the guard move forward for assignment.

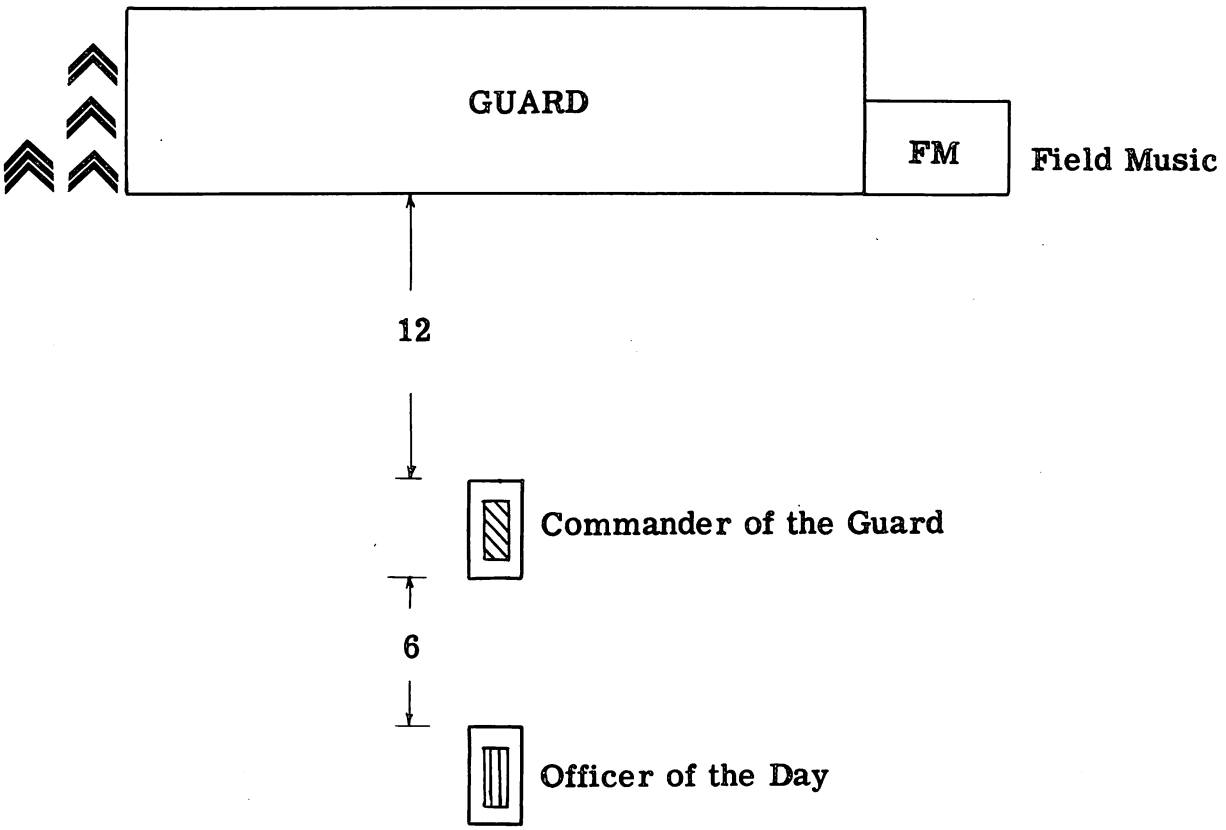

FIGURE 21.—Officers and noncommissioned officers of the guard take their posts.

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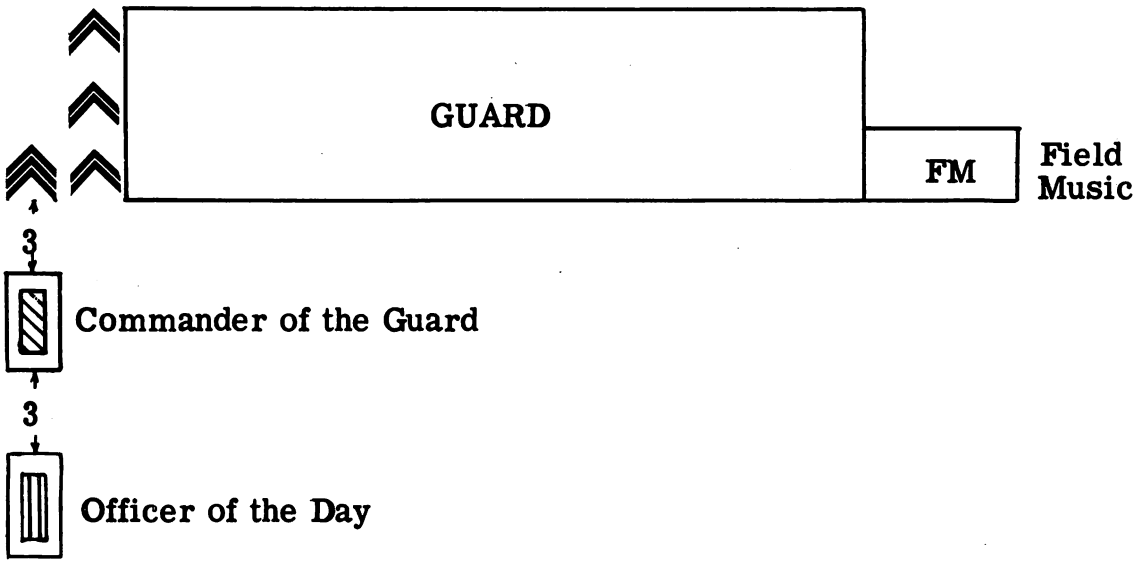

FIGURE 22.—Officer of the day commencing his inspection.

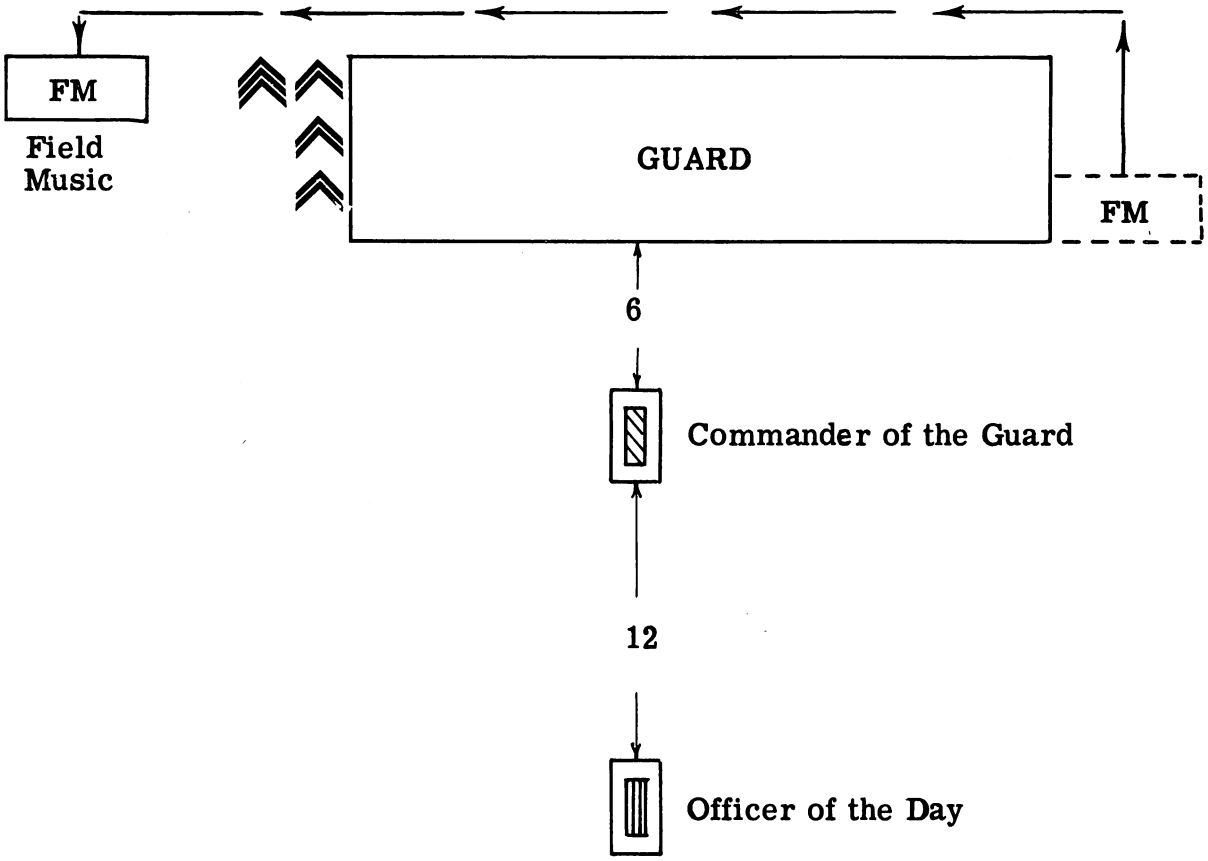

FIGURE 23.—Positions of the officer of the day and officers and noncommissioned officers of the guard prior to marching off.

MARCH. He then proceeds to his post 12 paces in front of the center of the guard and faces front (fig. 21).

(4) The officer of the day directs the commander of the guard, "March the guard to its post, sir." The commander of the guard salutes and responds, "Aye, aye, sir." The officer of the day returns the salute. The commander of the guard then faces about and commands RIGHT, FACE; RIGHT SHOULDER, ARMS. On the command FACE the field music faces to the right with the guard, then faces to the right in marching and clears the rear of the guard, where he executes a left flank movement and proceeds up the right flank of the guard until 3 paces beyond the guide. Here, he executes a left flank, halts, and faces to the right (fig. 23). The commander of the guard then marches the men to the guardhouse area to relieve the old guard.

SECTION V

RELIEF OF PERSONNEL

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5–30 GENERAL.—*a.* This section describes two kinds of relief for interior guard personnel, formal and informal. Formal relief is the preferred method because it is effected under supervision and in a military manner, thus insuring correct and complete transfer of verbal special orders, instructions and information. The commanding officer should direct personnel to be relieved formally, unless the person responsible for effecting the relief is unavailable or the procedure would prevent proper functioning of the guard.

b. Normally, personnel of the main guard will be relieved in the following sequence:

(1) Sentries of the last relief.
(2) Corporal of the guard of the last relief.
(3) Sergeant of the guard.
(4) Commander of the guard.

The officer of the day will be relieved after the commander of the guard has been relieved, but the field officer of the day may be relieved when directed by the commanding officer.

5–31 FORMAL RELIEF.—*a.* When a formal relief is prescribed, the following individuals will effect the relief for the personnel indicated below:

(1) Commanding officer, or his representative—for field officers of the day and officers of the day. (Commanding officers who have assigned a field officer of the day may delegate authority to relieve officers of the day to appropriate subordinate unit commanding officers.)

(2) Old officer of the day—for commanders of the guard (sergeants of the guard, if no commander of the guard is assigned).

(3) Old commander of the guard—for sergeants of the guard.

(4) Sergeant of the guard—for corporals of the guard.

The new sergeant of the guard relieves the corporal of the guard of the last relief of the old guard and posts his guard's first relief corporal of the guard.

(5) New corporal of the guard—for main guard sentries, field musics and administrative personnel. He will also relieve brig sentries and prisoner chasers, when he is performing the duties of turnkey.

(6) Officer or noncommissioned (petty) officer of the special guard—for special guard sentries.

b. The following procedure will be followed in a formal relief of personnel other than sentries, using the relief of the officer of the day as an example:

The old and new officers of the day report to the commanding officer, or his representative, after the old officer of the day has effected the relief of the commanders of the guard. When presenting themselves, the old officer of the day stands on the right of the new and both salute. After saluting, the old officer of the day reports, "Sir, (rank and last name) reports as old officer of the day" and presents the guard report. As soon as he is relieved, the old officer of the day salutes and retires. The new officer of the day then reports, "Sir, (rank and last name) reports as new officer of the day." As soon as he is posted, he salutes and retires.

In a formal relief of other personnel (except sentries) appropriate substitutions will be made in the above procedure. When the person effecting the relief is a noncommissioned (petty) officer of the guard, the title "Sir" will be deleted from the report but not the salutes. In the relief of the field officers of the day and the corporals of the guard, the guard report will not be presented, since such personnel do not have

cognizance of that record. The commanding officer may require personnel assigned to any position in the interior guard structure, including sentries and those personnel having cognizance over the guard report, to maintain a log. This log will be presented to the individual effecting their relief.

c. The following procedure will be followed in a formal relief of sentries:

When the relief has arrived and halted at the point on a sentry's post designated for relief, the new corporal of the guard commands, according to the number of the post, "Number ———." The new sentry approaches the old and halts about 3 steps in front of and facing him. If armed with rifles or carbines, both sentries then execute port arms. If the old sentry has challenged and is already at port arms, he remains at port arms and only the new sentry executes the movement. If armed with pistols, they stand at attention with pistols in holsters, unless the old sentry is required to come to raise pistol during challenging or while holding a conversation, in which case he remains at raise pistol. The new corporal of the guard places himself to one side of the sentries, faces between them, and commands, TRANSMIT YOUR ORDERS. The old sentry transmits any changes in orders, information or instructions received during his watch or states, "Post and orders remain the same." The new corporal of the guard then asks the new sentry, "Do you understand your orders?" If the new sentry understands his orders, he replies to the affirmative. If not, the new corporal of the guard clarifies the orders. The new corporal of the guard then commands, POST. If movement of weapons was previously executed, sentries then return them to an appropriate position. The new sentry then assumes his duties and the old sentry and the new corporal of the guard march to join the relief. Appropriate changes may be made in the above procedure when the sentry is motorized, or is the first or last sentry on the post, or to conform to local conditions. When a posted sentry is armed with a pistol and insufficient pistols are available to arm the relieving sentry also, the pistol will be transferred during the relief. Commanding officers will prescribe a safe procedure to accomplish the transfer.

5–32 INFORMAL RELIEF.—When an informal relief is prescribed, the person relieving contacts the person to be relieved on the post in person and asks, "Are you ready to be relieved?" When the person to be relieved is ready, he transmits to the person relieving all pertinent verbal special orders, instructions and information. As soon as the person relieving understands this material, he says, "I relieve you", and assumes his duties. The person relieved retires. If such person is a sentry he goes directly to the corporal of the guard and reports the accomplishment of the relief.

5–33 TOUR OF DUTY.—*a.* The usual tour of duty for the officer of the day and field officer of the day, when assigned, is 24 hours. The usual tour of duty for all personnel of the main guard is also 24 hours, beginning when the commander of the guard is posted and ending when he is relieved. Reliefs of the main guard will each normally stand two 4-hour watches during this period, with 8 hour intervening between the end of one watch and the beginning of the other. The length of tour of duty of personnel of other guards will be prescribed by the commanding officer or unit commander, as appropriate.

b. When insufficient personnel are available to form three reliefs for each guard of the day, the main guard may be organized into a running guard. A running guard consists preferably of not less than five reliefs, each of which is posted for a 4-hour watch in numerical rotation. Only the officer of the day, commander of the guard, and the sergeant of the guard are posted for 24 hours.

c. The main guard will be in garrison (on board ship) during its entire tour of duty, except in the case of a running guard. When a running guard is used, the commanding officer may place reliefs in an off duty status, but each relief must be in garrison (on board ship) 4 hours before its next watch.

SECTION VI

RELIEVING THE OLD GUARD

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5–34 ELEMENTS OF RELIEVING THE OLD GUARD.—Relieving the old guard is divided into three phases. These are: formation, presentation, and relief.

5–35 FORMATION.—*a.* Prior to the arrival of the new guard in the guardhouse area, the old guard forms in line. The field music is on line with the front rank and 3 paces to the right of the old sergeant of the guard. The position of the old commander of the guard is 6 paces in front and center of his guard, facing the front. The new guard arrives in column, with the field music 3 paces in front of the new sergeant of the guard who is in his position as guide in front of the right file. The new commander of the guard is at normal distance in front of the left file. The officers of the day observe the relief from an inconspicuous position in front of the two guards (fig. 24).

b. When the field music of the new guard arrives opposite the left flank of the old guard, the old commander of the guard faces about and commands, PRESENT, ARMS. The old commander of the guard then faces about. The new commander of the guard commands the new guard, EYES, RIGHT, as his field music arrives opposite the left flank of the old guard. The right flank of the new guard passes 3 paces in front of the old commander of the guard. As the new commander of the guard comes to within 6 paces of the old commander of the guard, the two exchange salutes.

c. The new commander of the guard commands, READY, FRONT when he is opposite the field music of the old guard. The field music of the new guard, who is 3 paces beyond the field music of the old guard, at the command FRONT executes column right. When on line with the field music of the old guard, he executes column left without command. The right file corporal of the guard of the new guard softly commands, COLUMN RIGHT, MARCH, the command of execution being given when 3 paces past the field music of the old guard. The new commander of the guard continues to his post 6 paces in front of where the center of the new guard will be when dressed, halts, facing down the line, and faces right. The corporal of the guard of the new guard in the left file softly commands, COLUMN LEFT, MARCH, the command of execution being given when on line with the field music of the old guard (fig. 25). The old commander of the guard faces about in sufficient time to command, ORDER, ARMS when the new guard has cleared the front of the old guard. He then faces front.

d. The field music of the new guard continues to guide so the new guard, following him, will be on line with the old guard when the new guard is halted. The new commander of the guard commands, GUARD, HALT as the last man in the left file pivots on his column left movement. He then commands, ORDER, ARMS; LEFT, FACE. On FACE the field music and the sergeant of the guard come forward to the following positions: field music, 3 paces to right of and on line with the sergeant of the guard; sergeant of the guard, at normal interval to the left of the corporal of the guard of the first rank (fig. 26). The new commander of the guard then commands DRESS LEFT, DRESS.

e. On the command of execution, DRESS, new guard faces to the left in marching and marches at trail arms until the left flank is approximately 3 paces from the field music of the old guard, at which time the guard faces to the front, file by file, and dresses left. The new commander of the guard proceeds to the left flank of his guard and verifies the alinement (fig. 26). He comes 3 paces forward of the left front, halts, faces to the right and commands,

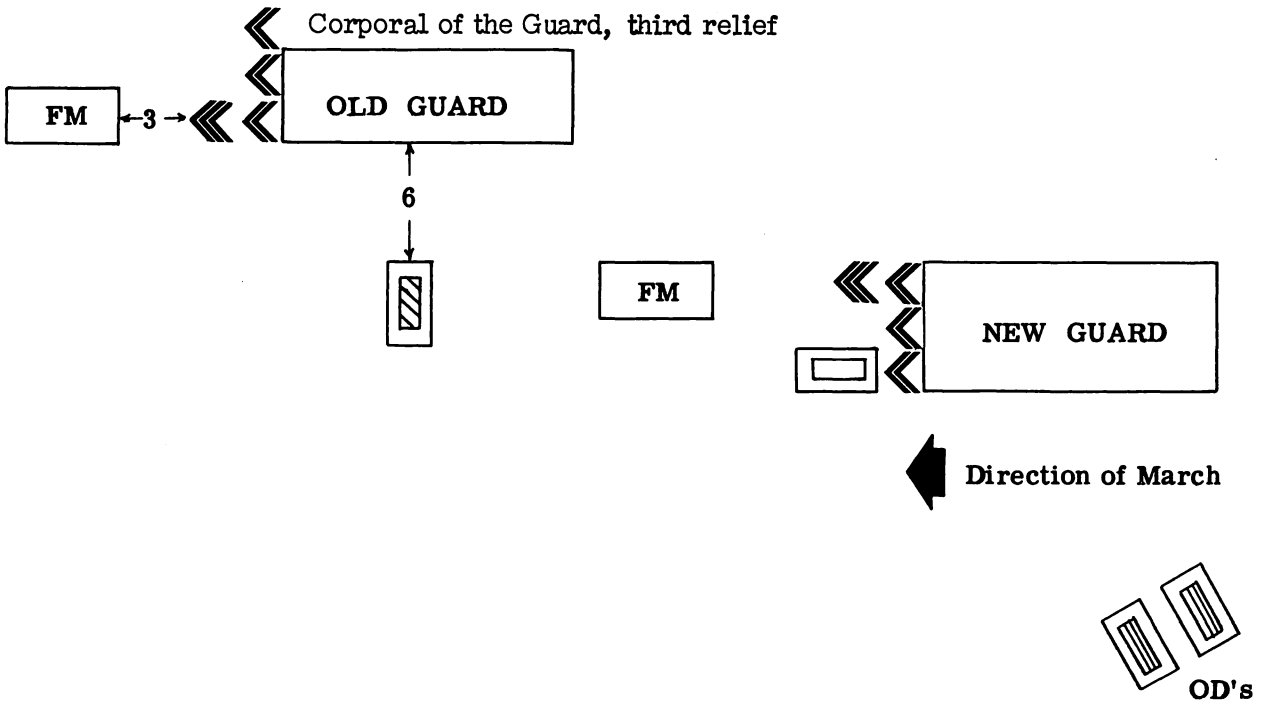

FIGURE 24.—Formation of old and new guard. Positions of individuals.

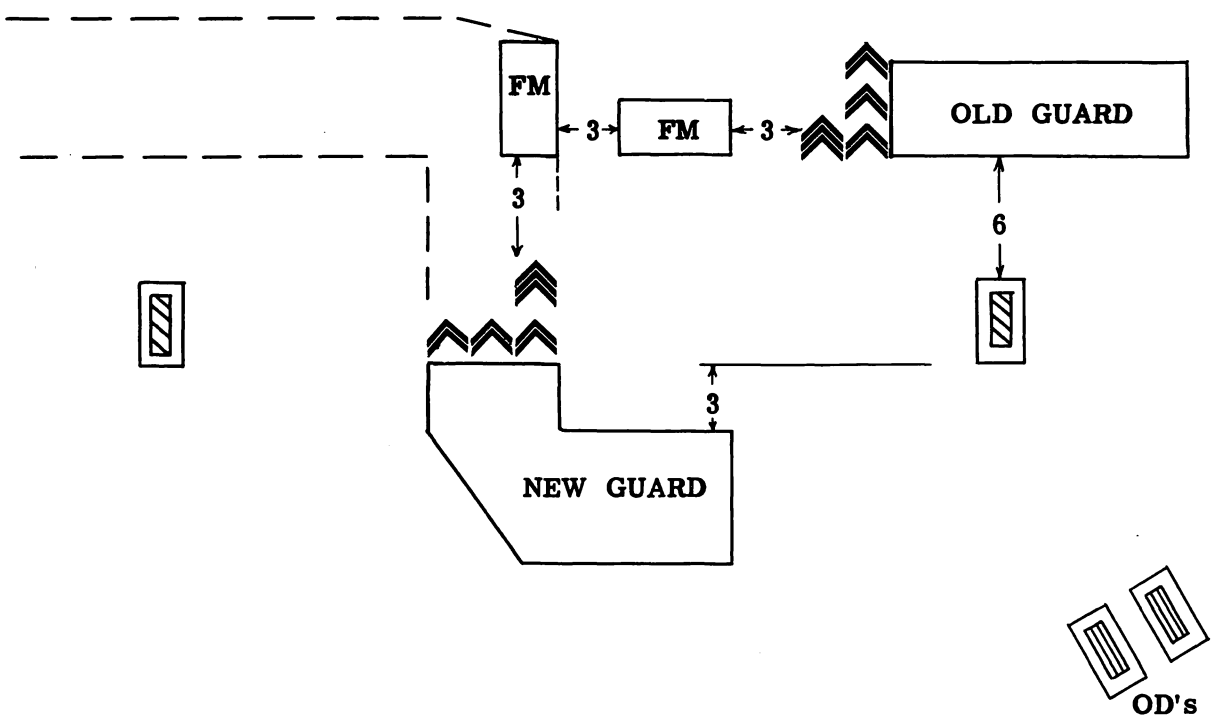

FIGURE 25.—Column movements of the new guard following "READY FRONT" by the new commander of the guard.

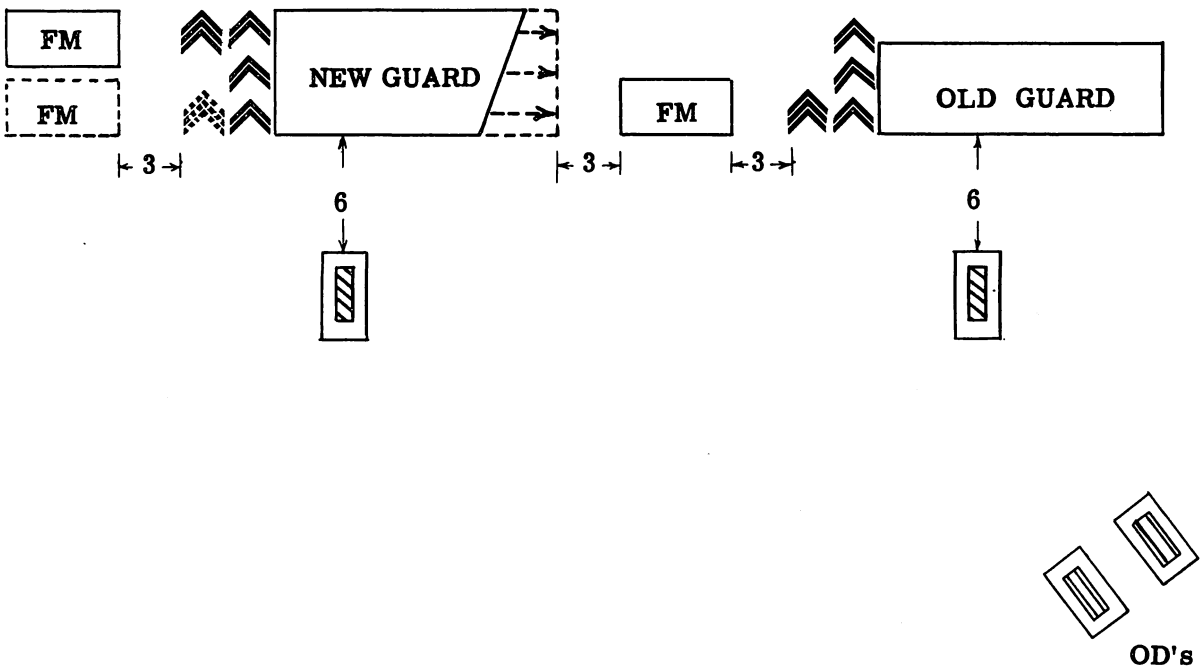

FIGURE 26.—Halting, facing, dressing of new guard by its commander.

READY, FRONT. He then proceeds to his post 6 paces in front of the center of his guard, halts, and faces right. The old commander of the guard then faces about.

5–36 PRESENTATION.—*a.* After the new guard is dressed and the commanders of the two guards are facing the center of their respective guards, the commanders of the guard present their respective guards to one another in the following manner: The new commander of the guard commands, PRESENT, ARMS and faces about. The old commander of the guard then commands, PRESENT, ARMS and faces about. The commanders of the guards then salute together and face about toward their guards. The new commander of the guard then commands, ORDER, ARMS and faces about. The old commander of the guard then commands, ORDER, ARMS and faces about (fig. 27).

b. After the new guard has arrived at its post and the guards have exchanged salutes, each guard is presented by its commander to its officer of the day.

(1) The officers of the day now march directly to their posts, 18 paces in front and center of and facing their guards. The commanders of the guard face about. The new commander of the guard commands, PRESENT, ARMS, faces about, and salutes the new officer of the day who returns the salute. The old commander of the guard immediately thereafter commands, PRESENT, ARMS, faces about, and salutes the old officer of the day who returns the salute. The new commander of the guard faces about, after his officer of the day returns his salute, commands, ORDER, ARMS, and faces about. The old commander of the guard faces about, after his officer of the day returns his salute, commands, ORDER, ARMS, and faces about (fig. 28). Members of the respective guards must be previously instructed to carry out only the orders of their own commanders.

(2) After the old commander of the guard faces the front, the two officers of the day face each other and salute. They step off together, at the oblique, and march through the space between the two guards simultaneously. They proceed to the commanding officer's office to receive their orders. When the officers of the day step off at the oblique, both field musics face about and retire to the guardhouse where they report to the new officer of the day for instructions. When the officers of the day reach the line established by the two commanders of the guard, the commanders of the

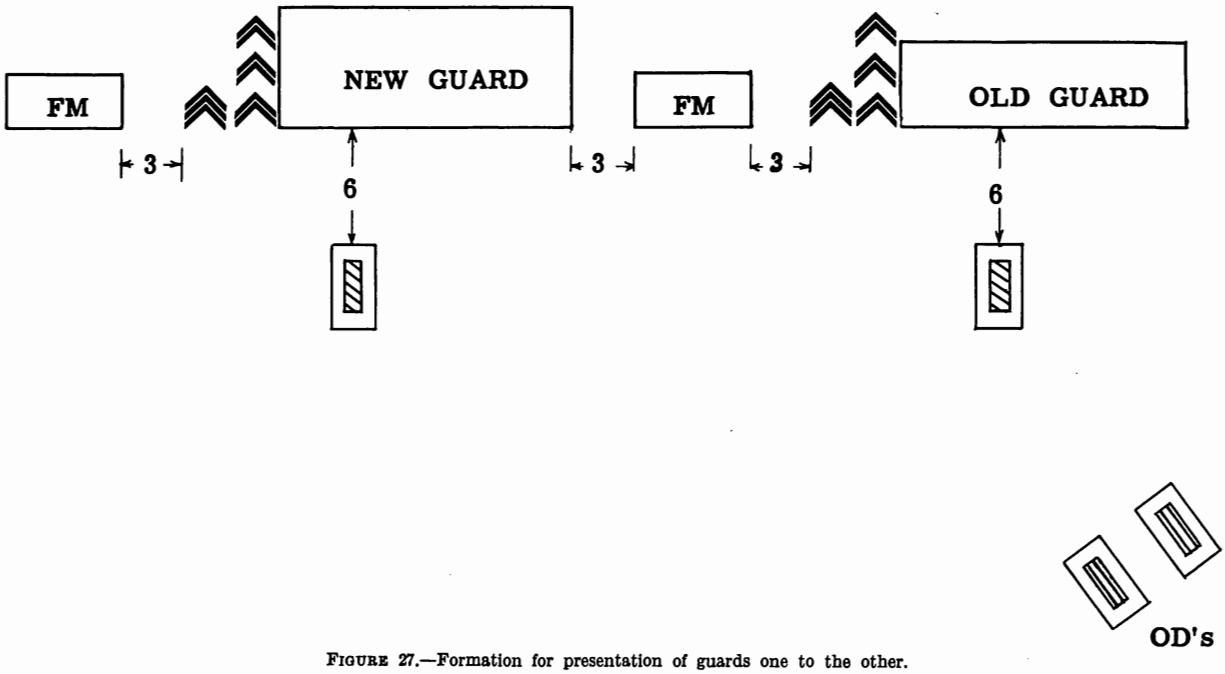

FIGURE 27.—Formation for presentation of guards one to the other.

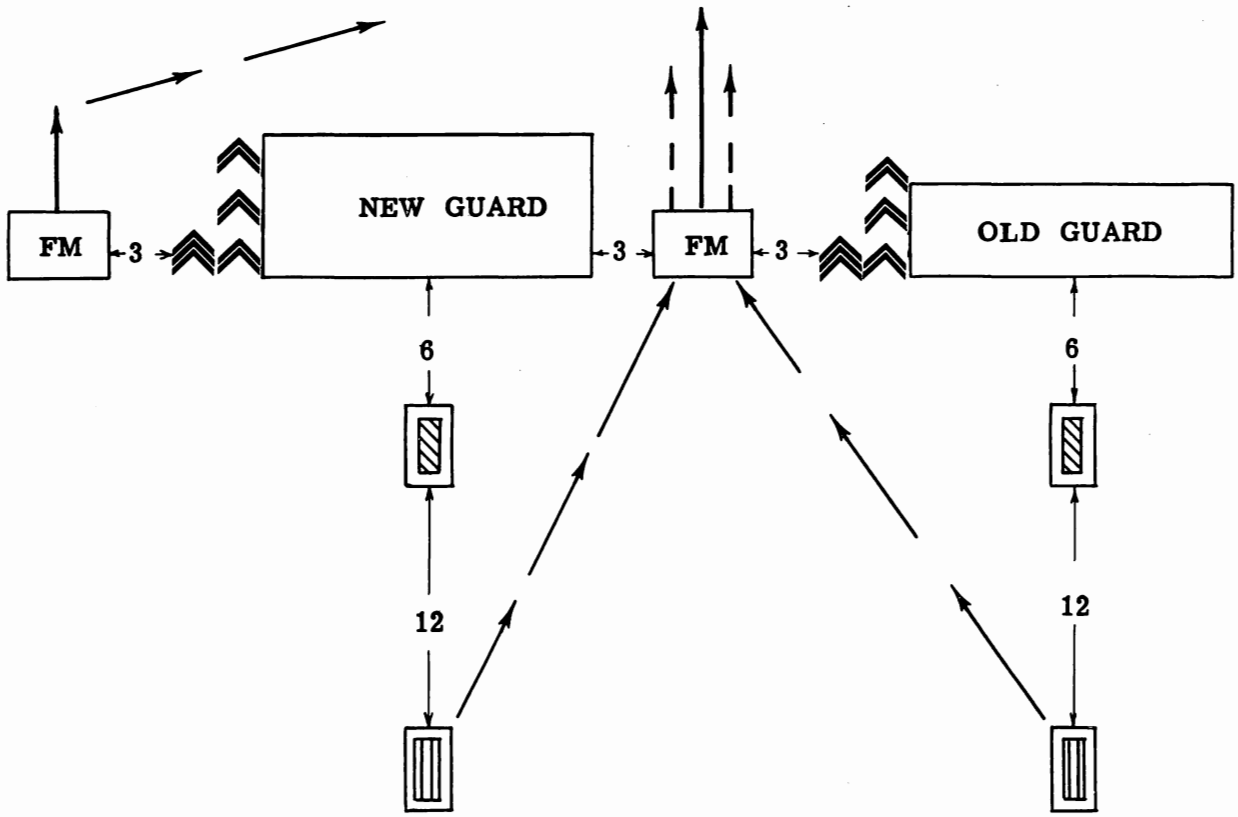

FIGURE 28.—Formation for presentation of guards to their officer of the day. Movement by field music and officers of the day.

guard face about and wait for the officers of the day to retire before continuing with the relief (fig. 28).

5–37 RELIEF.—*a.* Bayonets may be fixed if so ordered by the commanding officer. Bayonets are not thereafter unfixed during the tour unless ordered by the commanding officer. The new commander of the guard then orders members for detached posts to fall out and places them under charge of the proper noncommissioned officer of the guard.

b. (1) The new commander of the guard then divides the guard into three reliefs. For example; "The first, second and third squads are the first, second, and third reliefs of the guard, respectively."

(2) The sentries and detachments of the old guard are at once relieved by members of the new guard. The two guards stand at ease or at rest while these changes are being made. If considerable time is required to bring in that portion of the old guard still on post, the commanding officer may direct that, as soon as the orders and property are turned over to the new guard, that portion of the old guard at the guardhouse may be marched off and dismissed. In such cases, the remaining detachments of the old guard, upon arrival at the guardhouse, are inspected by the new commander of the guard. The latter directs the senior noncommissioned officer present to march these detachments off and dismiss them.

c. (1) To relieve the men on post, the new commander of the guard orders the first relief corporal of the guard, "Relieve the old guard." The corporal executes right shoulder arms, salutes and responds, "Aye, aye, sir." He then marches off with his relief. The old commander of the guard orders his third relief corporal of the guard, "Join the first relief of the new guard." The corporal executes right shoulder arms, salutes and responds, "Aye, aye, sir." He then faces about and proceeds to join the first relief of the new guard. The commanders of the guard then call forth their sergeants of the guard to take charge of the guard. The commanders of the guard retire to turn over orders, instructions, and property, and for the new commander of the guard to take possession of the guardhouse (fig. 29).

(2) The corporal of the guard of the first relief halts the relief and commands, COLUMN OF TWOS TO THE LEFT, MARCH; ORDER, ARMS; LEFT, FACE; CALL OFF. The men call off their posts consecutively, from rear to front, right to left. The corporal of the guard then commands, RIGHT, FACE; RIGHT SHOULDER, ARMS; FORWARD, MARCH (figs. 29, 30 and

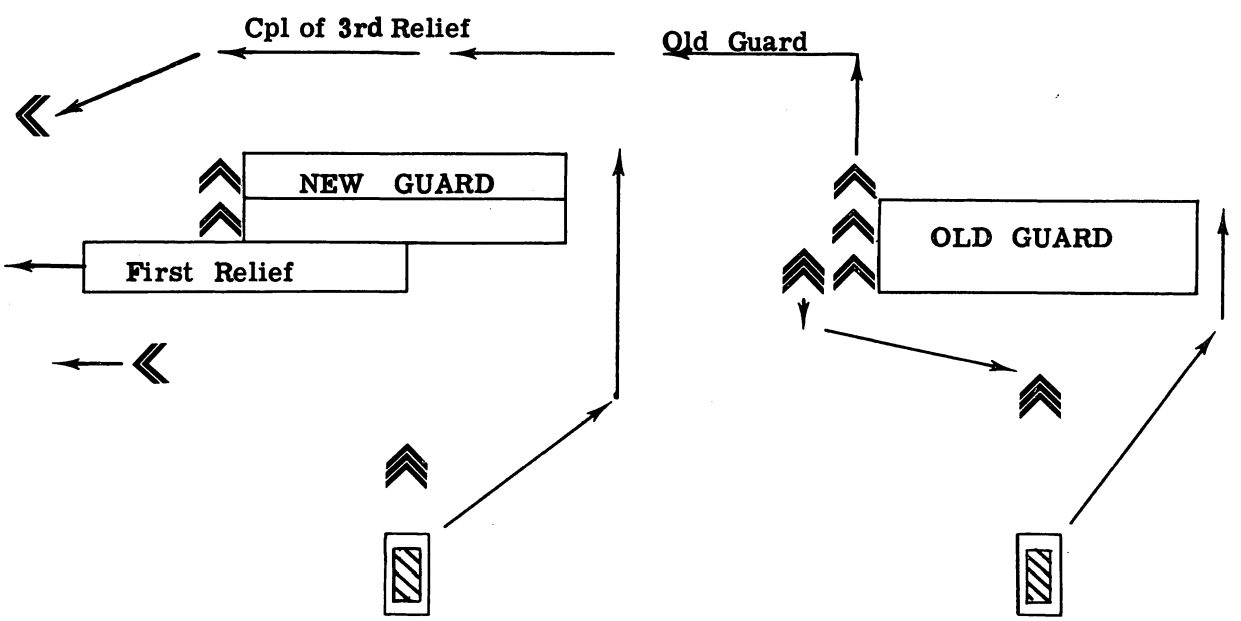

FIGURE 29.—Corporal of the guard of first relief new guard marches off to relieve posts, accompanied by corporal of the guard of third relief old guard. Movements by sergeants of the guard and commanders of the guard.

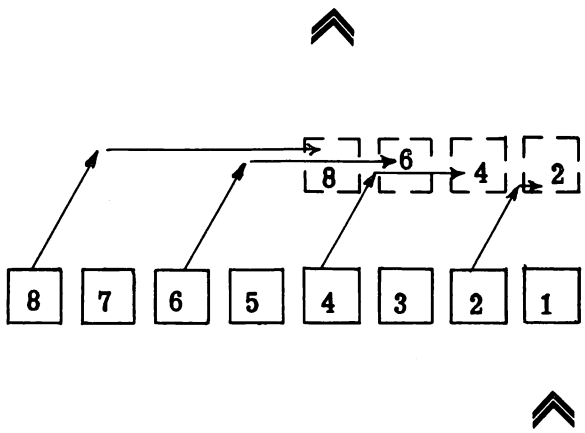

FIGURE 30.—Column of twos to the left.

31). The corporals of the guard remain at right shoulder throughout the call off and subsequent posting of the relief.

(3) The new corporal of the guard marches on the left and near the rear of the file in order to observe the march. The old corporal of the guard marches on the right front of the right file and leads the relief to the posts to be relieved. When the relief arrives 6 paces from a sentinel, the new corporal of the guard halts it and commands, according to the number of the post, NUMBER --------. The new sentinel approaches the old, and when about 1 pace from and facing him, halts. Both sentinels then execute port arms. If armed with pistol, during the time of challenging, they execute raise pistol; at other times pistols remain in holsters. The corporals of the guard advance and place themselves, facing each other, a little in advance of the new sentinel, the old corporal of the guard on his right, the new on his left, both remaining at right shoulder. They see that the old sentinel correctly transmits his orders (fig. 32). The new corporal of the guard then commands, POST. Both sentinels then resume right shoulder arms, face toward the new corporal of the guard and execute two back steps to allow the relief to pass in front of them. The new corporal of the guard commands, FORWARD, MARCH and the relief steps out. The two corporals of the guard step back so the old corporal of the guard can clear the old sentinel when he steps off to his position on the right front of the right file, and so the relief will clear the corporal of the new guard. The new sentinel stands fast at right shoulder arms until the relief has passed 6 paces beyond him. He then walks his post. The old sentinel falls in on the rear of the relief as it passes. When all posts have been relieved, the old corporal of the guard reports to the new corporal of the guard, "All posts have been relieved." The two exchange salutes and then exchange places by passing left shoulder to left shoulder and facing about. The old corporal of the guard now has command of his relief, which has been relieved.

(4) The old corporal of the guard forms his relief on the left of the old guard if it has been held at the guardhouse. He commands, RELIEF, HALT; ORDER, ARMS; LEFT, FACE. He salutes and reports, "Sir, the relief is present," to the old commander of the guard, who has taken his post 6 paces in front of the center and facing the guard. The new corporal of the relief falls out when the old relief is halted and continues down the rear of the two guards. He falls in at his post in the new guard, salutes, and reports to his commander of the guard, who has resumed his post, "All posts have been relieved." (fig. 33). The new commander of the guard returns the salute and commands, INSPECTION, ARMS; PORT, ARMS; DISMISSED. The new guard falls out and moves into the guardhouse. In the meantime, the old commander of the guard has returned the salute of the corporal of the guard of the third relief. The corporal of the guard then commands, RIGHT, FACE; RIGHT SHOULDER, ARMS; COLUMN OF FILES FROM THE RIGHT, MARCH.

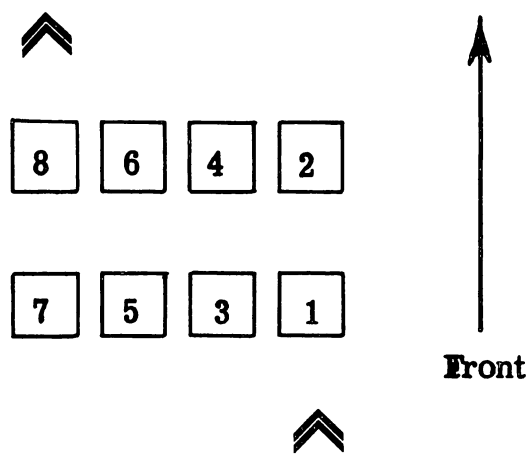

FIGURE 31.—Call off consecutively alternating rear to front.

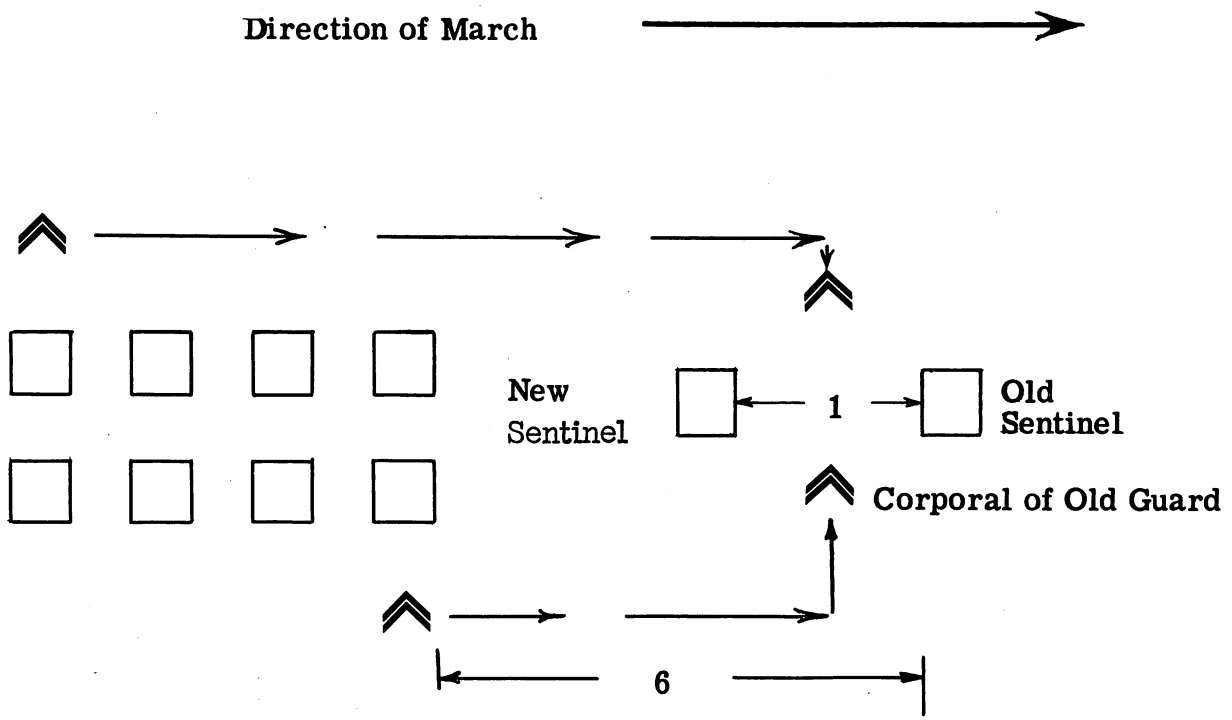

FIGURE 32.—Positions of individuals for relief of sentinel on post.

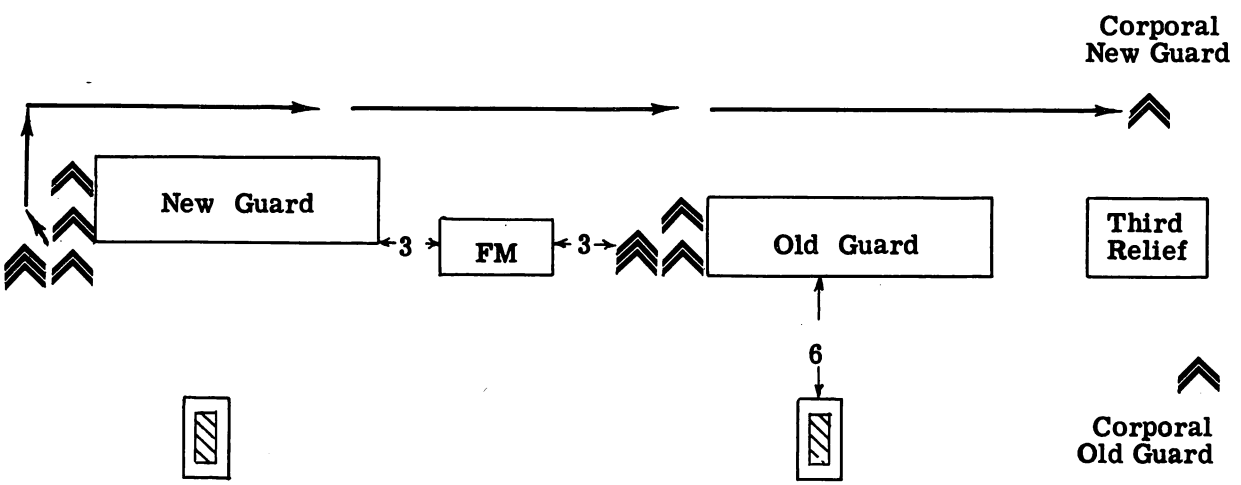

FIGURE 33.—Old relief reporting on left of old guard. New corporal of the guard continuing to his post to report all men posted.

He moves the relief into the third rank of the old guard and commands, RELIEF, HALT; ORDER, ARMS; LEFT, FACE; COVER.

(5) The old commander of the guard then marches the old guard and the field music, who has fallen in 3 paces to the right of the front rank, back to their barracks, where he dismisses them (fig. 34).

(6) If persons entitled to a salute approach while the old and new guards are in formation, each commander of the guard, or sergeant of the guard, if the commanders of the guard are in the guardhouse, brings his own guard to attention and commands, PRESENT, ARMS. After the salute has been acknowledged, each guard is brought to order arms.

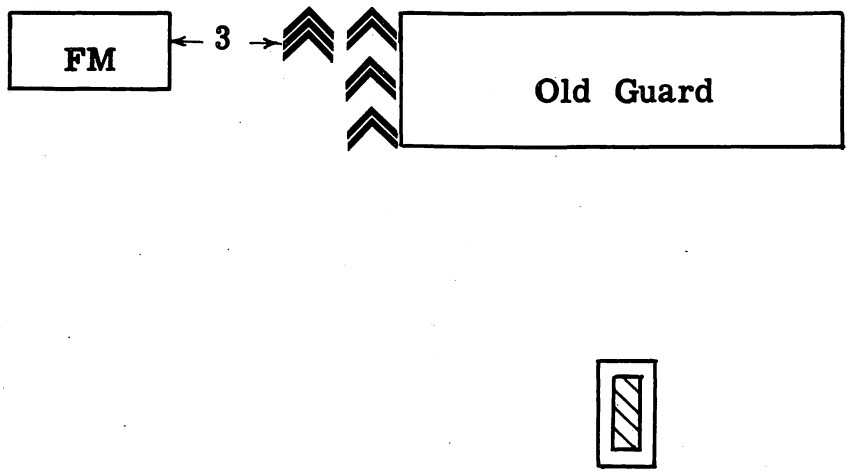

FIGURE 34.—Old commander of the guard in position to march off and dismiss old guard.

SECTION VII

GUARD ABOARD SHIP

	Par.	Page
General	5–38	260
Marine detachment guards	5–39	260
Troop units embarked aboard naval vessels	5–40	260

5–38 GENERAL.—*a.* The same general regulations and routine for performing guard duty and guard mounting ashore are carried out aboard naval vessels, but with such modifications as may be necessary to conform to service afloat.

b. Marines normally perform all guard duty on ships having permanent Marine detachments. In the event there is no permanent Marine detachment, guard duty is performed by such personnel as the commanding officer of the ship may direct.

c. The commanding officer of the ship operates in a manner similar to commanding officers of shore stations with respect to the establishing and functioning of interior guard afloat.

d. The officer of the deck on a naval vessel performs duties, with respect to the guard, which are similar to those of the officer of the day ashore. The ship's guard of the day functions under, and is responsible to, the officer of the deck.

e. The commanding officer of the ship prescribes such sentry posts as he deems necessary to the safe operation of the ship, and approves special orders prior to promulgation by the commanding officer of the Marine detachment.

f. The officer of the deck, when necessary, gives special orders to sentries and, when such orders are of an important nature, informs the executive officer and Marine officer of the ship.

g. Sentries at the gangways salute all officers going on or coming off the ship, and all sentries salute when passing or being passed by officers close aboard in boats.

h. Challenging by sentries at gangways, or on board ship, is dispensed with at the discretion of the commanding officer of the ship.

i. Guard mount follows, as closely as practicable, the ceremony for informal guard mount ashore. Reliefs are posted informally by direct order for the individual to take his assigned post.

5–39 MARINE DETACHMENT GUARDS.

a. Marine detachments are assigned as a part of the complement aboard certain ships of war, for duty with the gunnery department, and such guard duty afloat as the commanding officer of the ship may direct.

b. There is no regularly detailed officer of the guard. The guard of the day functions directly under the officer of the deck. However, the commander of the Marine detachment is responsible for the efficient supervision and performance of guard duty by all personnel of his detachment. The detachment officers visit sentries frequently to insure thorough understanding of orders and duties by sentries.

c. The detachment guard is used to render prescribed honors and ceremonies. Honors are rendered in accordance with U. S. Navy Regulations.

d. The "full guard" is comprised of the entire complement of Marines with the exception of personnel assigned other duties.

e. The guard of the day is prepared, at all times prescribed for rendering honors, to fall out with the appropriate dress and equipment. When practicable, the guard of the day renders the appropriate ceremony during Morning and Evening Colors.

f. For further general information regarding Marine guard detachments serving aboard ships of war, see U. S. Navy Regulations.

5–40 TROOP UNITS EMBARKED ABOARD NAVAL VESSELS.—*a. General.*—(1) The senior commander of troop organizations embarked on the ship is designated by

higher troop authority as "commanding officer of troops."

(2) The commanding officer of troops is responsible for the management discipline, and efficiency of his command. He establishes guard details necessary for the control of his men. These details must be in accordance with the policy of the ship and approved by the ship's commanding officer.

(3) All orders to troop organizations embarked aboard ship are, insofar as practicable, given through the commanding officer of troops (U. S. Navy Regulations).

b. The commanding officer of troops details an officer of the day as his direct representative. The officer of the day supervises the guard. He is responsible to see that interior guard regulations are carried out, ship regulations are enforced, and that special instructions and orders of the ship's commanding officer or commanding officer of troops are obeyed. He may also detail officers of the guard when necessary.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 6

SHELTER

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CHAPTER 6

SHELTER

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SECTION I

GENERAL

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General	6–1	267

6–1 GENERAL.—*a.* Adequate shelter contributes greatly to the efficiency of troops in the field. It is of primary importance that officers select for their men the best available facilities for shelter, as far as is consistent with the tactical situation, and that they continually supervise subsequent improvements.

b. Depending on the tactical situation, troops are sheltered in bivouac, camps, or billets.

(1) Troops at rest are in bivouac when provided with shelter tents or other hastily improvised shelter. In view of sanitary considerations, bivouacs are used only when tactically necessary or when other facilities are unavailable. The principles of camouflage (ch. 10) must be observed because of the tactical nature of bivouacs.

(2) Troops are in camp when sheltered by tentage other than shelter tents or when quartered in cantonments; that is, huts or other temporary structures especially constructed for military purposes.

(3) Troops are in billets when they occupy private or public buildings not especially designed for military purposes. Billets usually afford excellent shelter and a screen from air observation. They have the advantage of offering shelter in an immediately available form which does not require an expenditure of labor or time. Billets do not favor readiness for action, and therefore usually are not used when close to the enemy. The danger of the transmission of disease inherent in billeting requires careful inspection and strict enforcement of sanitary rules. Billeting in the United States and its possessions is limited by an amendment to the Constitution which provides that: "No Soldier shall, in time of peace, be quartered in any house, without the consent of the Owner, nor in time of war, but in a manner to be prescribed by law."

SECTION II

SELECTION OF THE CAMP OR BIVOUAC SITE

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6–2 SELECTION OF THE CAMP SITE.—When a camp is to be constructed by engineer and labor troops prior to the arrival of the occupying unit, the camp site is selected by a reconnaissance party in accordance with directions from higher authority. When a camp site must be selected by the occupying unit, it is selected in the same manner as a bivouac.

6–3 SELECTION OF THE BIVOUAC SITE.—*a.* Prior to the arrival of the troops, a quartering party selects the bivouac site. This party consists of a line officer, a medical officer, a supply officer, and a guide from each unit. The selection of the bivouac site is governed by both military and sanitary considerations; however, tactical requirements always have priority over other considerations. If the bivouac site has been previously designated by higher authority, a quartering party will precede the troops and prepare to establish the area for bivouac.

b. Tactical requirements:

(1) Sufficient space for proper dispersal of the command.

(2) Concealment from air observation.

(3) Protection against bombing or strafing attack.

c. Desirable features for sanitation of the area and comfort of the troops:

(1) Ample supply of water for drinking, bathing, and washing clothes.

(2) Grass covered area of sandy, loam, or gravel soil.

(3) Elevated site, well drained, but not a steep slope.

(4) Shade trees in warm weather; hills as windbreaks in cold weather.

(5) Accessibility to good roads.

(6) Location removed from marshes, swamps, mosquito breeding areas, native habitations, or any other unsanitary areas.

(7) A site not occupied by other units within the preceding 2 months.

SECTION III

ESTABLISHING CAMP OR BIVOUAC

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6–4 ESTABLISHING CAMP.—Whenever possible a camp should be established by specially detailed engineer and labor troops prior to the arrival of the occupying unit. In the event the camp must be established by the unit which is to occupy it, the procedure is the same as for establishing a bivouac.

6–5 ESTABLISHING BIVOUAC.—When the bivouac site has been selected, the following provisions should be made:

a. Prior to the arrival of the troops.—(1) Select definite areas within the bivouac site for each unit (platoon or company).

(2) Make a reconnaissance to determine the number of outguards necessary for security of the bivouac.

(3) Mark unit areas and post necessary guides.

(4) Select galley sites near the road for ease of supply, but far enough from the road that dust will not hinder cleanliness, as near the water supply as possible, and with adequate drainage.

(5) Establish the head on the opposite side of the bivouac and downgrade from the galley.

b. After the arrival of the troops.—(1) Establish the necessary outposts, outguards, and patrols (ch. 8 and fig. 2, this chapter).

(2) Establish interior guard (ch. 5). Guard posts should be established immediately at the commissary dump, at the water supply and in the unit areas. This is necessary in order to see that the water supply is correctly used, that food is not damaged or stolen, and that sanitary discipline is maintained.

(3) Details are assigned to:

(*a*) Dig the heads.

(*b*) Set up the galley.

(*c*) Dig the kitchen pits (one for dry garbage and trash that can be burned, and one for wet garbage which must be covered daily).

(*d*) Set up the sick bay and headquarters tents.

(*e*) Procure fuel, water, etc.

(4) Troops not assigned to the above details will pitch tents and trench them immediately.

c. Assigning the details.—The above assignments should be made prior to arrival of troops. This will prevent delay and confusion once the site has been reached.

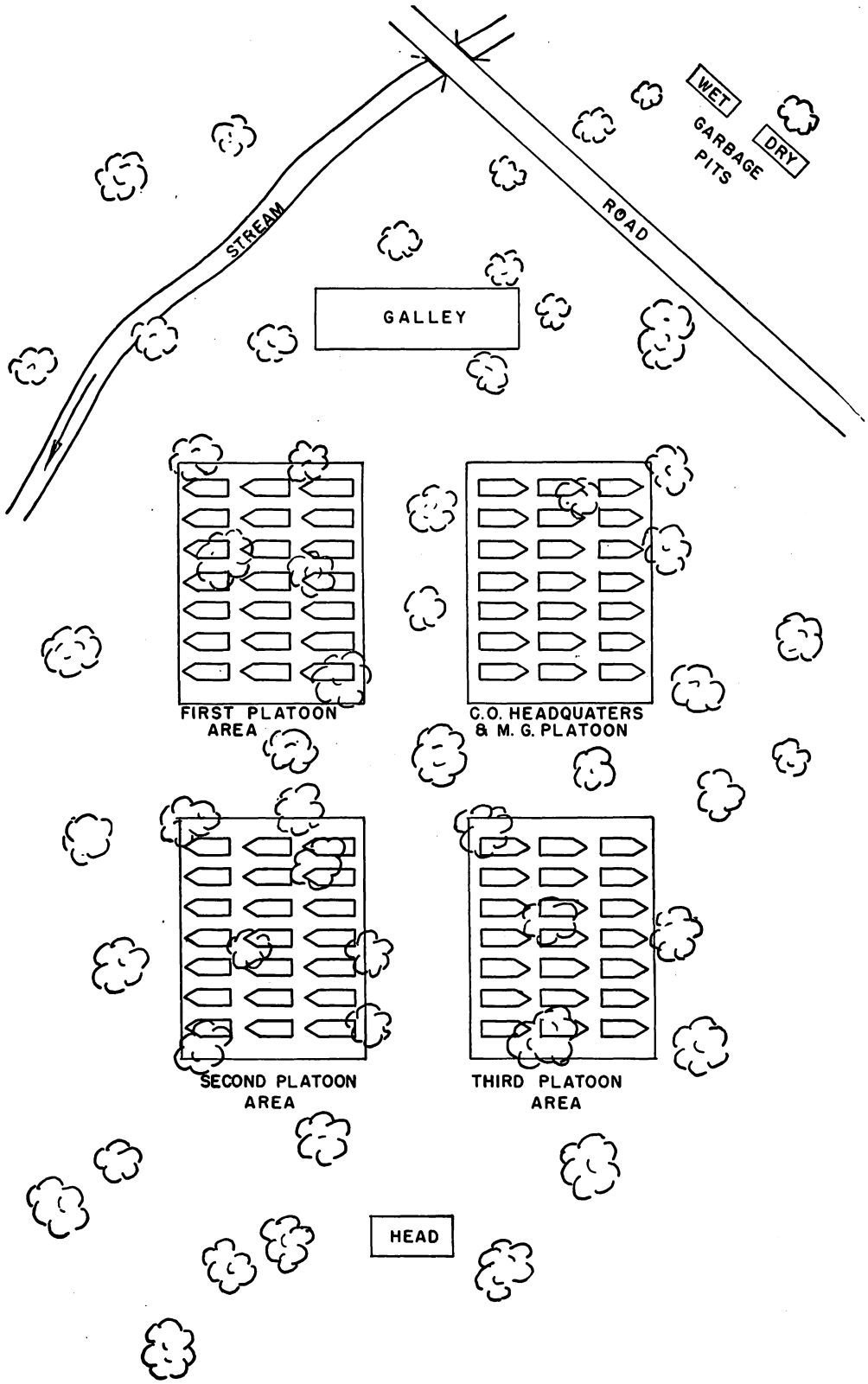

FIGURE 1.—Nontactical bivouac.

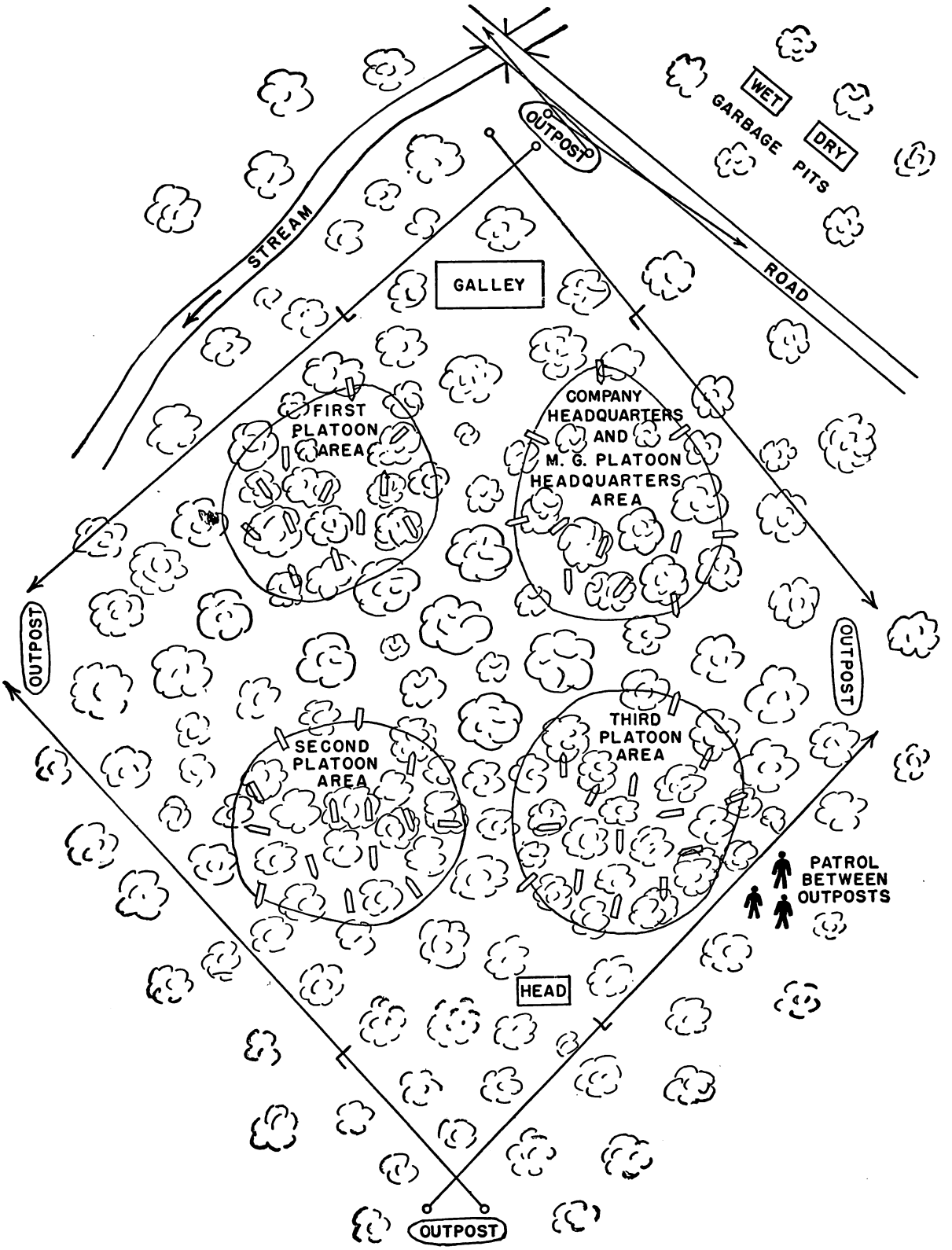

FIGURE 2.—Tactical bivouac.

SECTION IV

PITCHING AND STRIKING SHELTER TENTS

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6–6 PURPOSE.—Instruction is given in the method of pitching shelter tents so commanders may establish bivouacs quickly. When properly instructed, two men should be able to erect a shelter tent in 5 minutes.

6–7 FORMATION.—*a.* Shelter tents will be pitched in line and in formation only for purposes of instruction and for formal field inspections of equipment. In bivouac, full use will be made of available cover, and straight lines will be avoided (fig. 2).

b. For formal field inspections requiring the pitching of shelter tents, platoons will form in line, and companies will form in column of platoons in line.

c. When men are armed with rifles they will sling arms prior to forming for shelter tents.

6–8 COMMANDS.—

FORM FOR SHELTER TENTS TO THE LEFT (RIGHT), MARCH

TAKE INTERVAL TO THE LEFT (RIGHT), MARCH

COUNT, OFF.

ODD NUMBERS MARK POSITIONS.

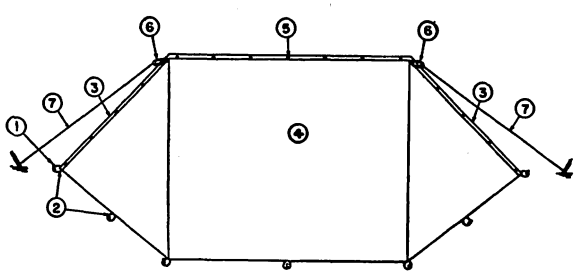
PITCH TENTS.

6–9 EXECUTION.—*a. Forming.*—At the commands given in paragraph 6–8, the movements are executed as prescribed in chapter 2.

b. Pairs of odd and even numbered men pitch tents together (1 and 2, 3 and 4, etc.). At the command ODD NUMBERS MARK POSITION, each odd numbered man draws his bayonet and, with the ring to the front, thrusts it into the ground outside of and against his left heel near the instep. The bayonet marks the position for the front pole of the tent. Men not armed with the bayonet mark the position with the left heel.

c. At the command PITCH TENTS, each man, not armed with a pistol takes one step obliquely to the right front and lays his weapon on the ground with the muzzle to the front operating rod handle up, and butt near the toe of his right foot. He then steps back into place. He immediately unslings his equipment and places his pack on the ground 2 paces in front of him. He then takes the shelter half, pole, and pins from his pack. Each man then spreads his shelter half on the spot the tent is to occupy with the even-numbered man's half on the left. When using camouflaged shelter halves, the side which blends best with the surrounding background will be designated as the outside of the tent.

d. The shelter halves are then buttoned together. The odd-numbered man slips his pole into the eyelets in the front of the tent and the even-numbered man pins down the front corners of the tent in line with the pole. He then pins the guy pin two-and-a-half pin lengths in front of the front triangle. He places the loop of the guy over this pin, and runs the other end of the line through the loops of the shelter halves and ties it, making sure the pole is in a vertical position when the line is taut (fig. 3).



1. Tent pins.
2. Foot stop lines.
3. Doors.
4. Shelter half.
5. Buttons.
6. Loop.
7. Guy lines.

FIGURE 3.—Shelter tent (composed of two shelter halves).

He then adjusts the rear tent pole through the eyelets in the rear of the tent. The odd-numbered man pins down the rear corners of the tent, drives in the rear guy pin two-and-a-half tent pin lengths from the rear pin of the triangle, and then adjusts the guy line. The even-numbered man pins down the left side of the tent and the odd-numbered man the right (figs. 4, 5, 6, and 7).

6–10 STRIKING.—*a.* The command is STRIKE TENTS. To strike shelter tents, the men first unbutton sufficient buttons so each can grasp a tent pole and cause them to fall either to the left or to the right. When the tent is flat on the ground, they pull the pins, unbutton the shelter halves, and roll their packs.

FIGURE 4.—Shelter tent, front corners, front pole, and front guy line in position.

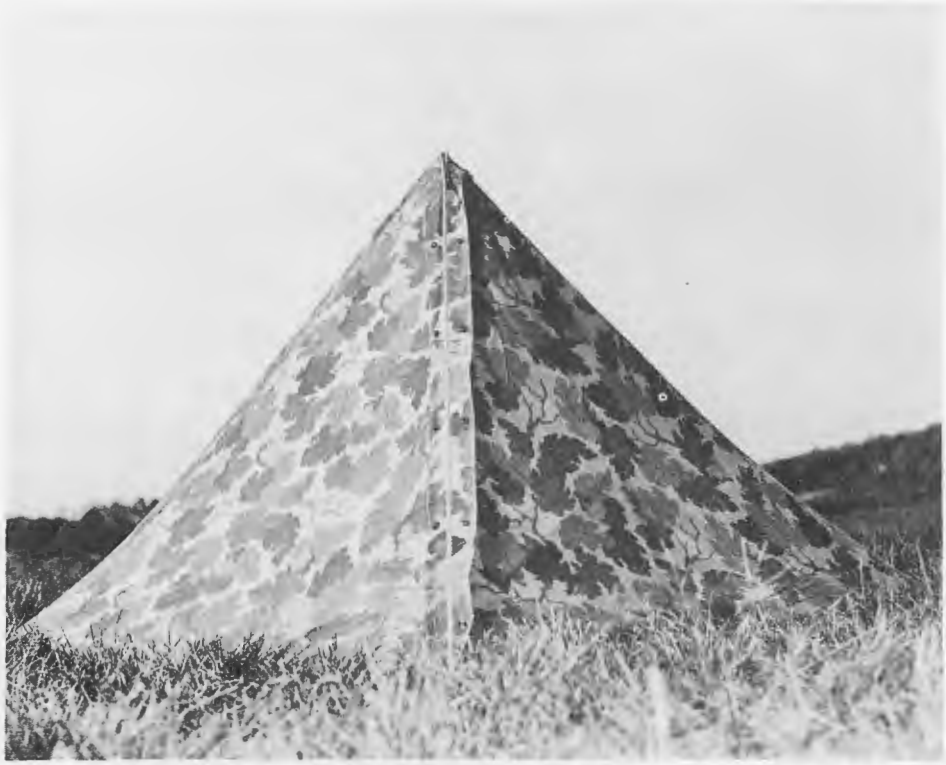


FIGURE 5.—Shelter tent, rear view.

FIGURE 6.—Shelter tent, front view.

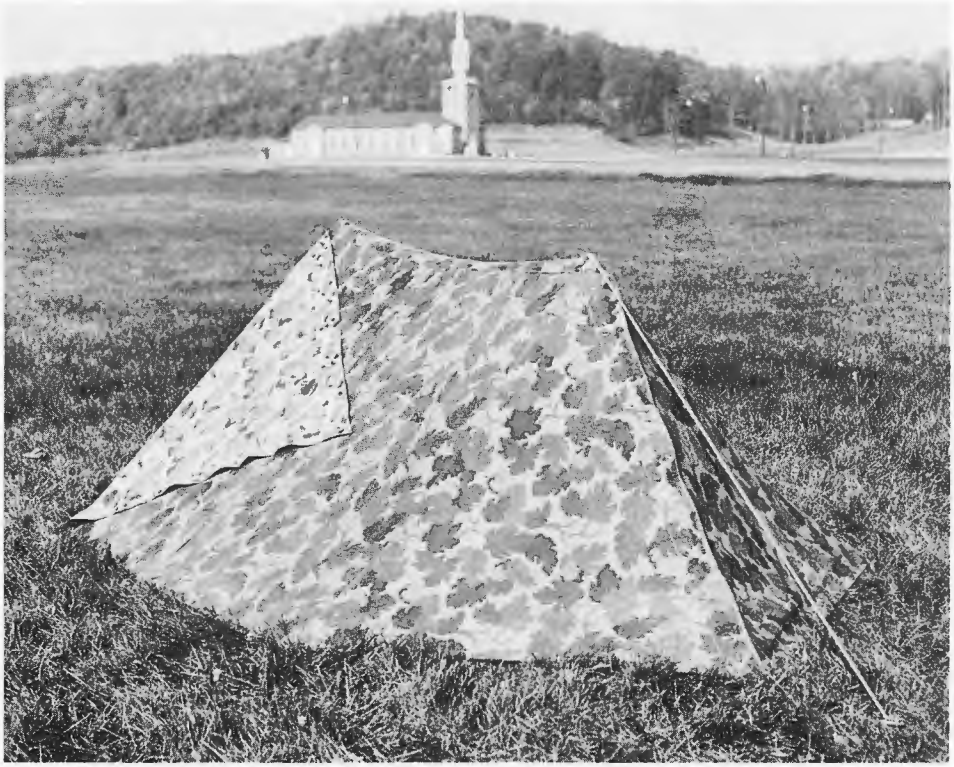


FIGURE 7.—Shelter tent, rear oblique view.

SECTION V

PITCHING, STRIKING, AND FOLDING WALL AND PYRAMIDAL TENTS

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6–11 PITCHING WALL TENTS.—*a. Preliminary arrangements.*—The officer in charge selects suitable ground. He indicates the direction the tent is to face, the line on which the tent is to be placed, and the position of the door pin. It requires approximately 20 minutes for 4 men to pitch the large or small wall tent, and 30 minutes for 8 men to erect the wall storage tent.

b. Procedure.—(1) Drive a pin to mark the center of the door.

(2) Spread the tent on the ground it is to occupy, placing the door foot stops over the door pin.

(3) Draw the front corners taut, aline, and pin down.

(4) Lace the rear door, if there is one.

(5) Draw the rear corners taut in both directions and pin down.

(6) Drive the four eave-line pins on each corner in prolongation of the diagonals of the tent and about two paces beyond the corner pins.

(7) Loosen the front door.

(8) Loosen the two corner foot stops from the corner pins on one side only.

(9) Insert the ridge pole between the ventilation strip and the tent ridge.

(10) Insert the spindles of the upright poles in the ridge pole and in the grommets of the tent.

(11) Raise the tent and hold it in position.

(12) Replace the two loosened corner foot stops, and secure and tighten the guy lines to hold the poles vertical.

(13) Drive the wall pins through the foot stops as they hang, and drive intermediate eave-line pins in alinement with the eave-line pins already driven.

6–12 STRIKING WALL TENTS.—*a.* Remove all pins except those of the four eave-lines on the corners and the corner wall pins on the downwind side, and place them in a receptacle.

b. Unfasten the guy lines and hold them while the tent is being lowered.

c. Lower the tent downwind.

d. Remove the poles and remaining corner wall pins. Fasten the poles together and collect the remaining pins.

6–13 FOLDING WALL TENTS.—*a.* Spread the tent flat on the ground, folded at the ridge so the bottoms of the side walls are even, the sod cloth folded under, and the ends of the tent forming triangles to the right and left.

b. Fold in the bottom of the wall approximately one foot.

c. Fold the triangular ends of the tent in toward the middle to form a rectangle.

d. Fold the top over about 9 inches.

e. Fold the tent again by carrying the top fold over to the foot, and again from the top to the foot.

f. Throw all the eave and guy lines onto the tent except the second eave-line from each end.

g. Fold the ends in so as to cover about two-thirds of the width of the second panel.

h. Double the left fold over the number of times required to bring the resulting bundle into position 3 to 5 inches from the right fold.

i. Place the right fold on top to complete the bundle.

j. Tie the bundle with the two exposed eave lines.

6–14 PITCHING PYRAMIDAL TENTS.—*a. Preliminary arrangements.*—A pyramidal tent can be pitched by six men in 20 minutes. The officer in charge marks the line on which the tents are to be erected by driving a wall pin on the spot to be occupied by the center

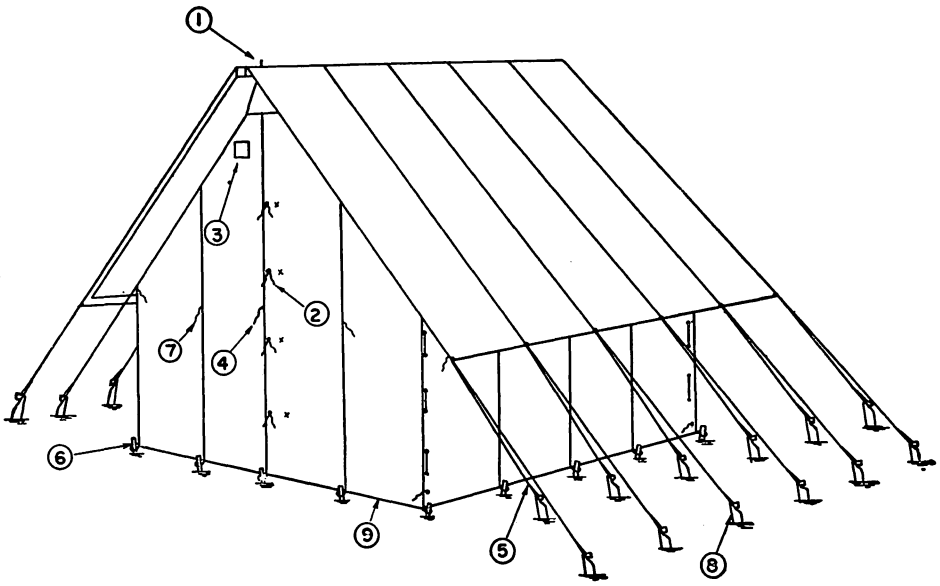

FIGURE 8.—Wall tent, small.

pole of each tent. The interval between adjacent marking pins should be 30 feet. This leaves a space of about 2 feet between tents. During cold weather, when stoves are used in tents, safety demands a greater interval (at least 30 feet) between tents, so tent fires may be more easily controlled.

b. Procedure.—(1) The canvas is unfolded behind the marking pin, with the door toward the marking pin and facing upward. The center pole is inserted from the bottom through the door opening. The stud on the center pole is inserted into the plate of the chain and plate assembly at the top of the tent. The hood is placed on the stud of the center pole over the chain and plate assembly.

(2) With a man steadying each corner line, the man at the rear lifts the center pole. The bottom of the center pole is against the marking pin. The door is tied shut at the eave line. One man then holds the center pole, while the men on each corner spread the tent. The senior man makes sure the tent is in proper alinement.

(3) The senior man then drives the right front corner pin so the corner line will be a prolongation of the diagonals at a distance which holds the walls and ends of the tent vertical and smooth when the eave lines are drawn taut. The senior man then drives the left front corner pin. The man on the right front corner inserts the side wall upright pole. This is continued around the tent. The tent will stand when the four corners are secured.

(4) The men now place pins to adjust the eave lines for the door opening. The hood lines are then adjusted. All eave lines are drawn taut.

6–15 PYRAMIDAL TENT PIN MARKER METHOD.—*a.* In cases where a sufficient number of men are not available to erect tents as described in paragraph 6–14, the commanding officer may desire to use the following method.

b. Pyramidal tent pin marker method.—(1) *Pyramidal tent pin marker.*—The marker is a rope device which is used to mark the desired location of the tent pins. It is made of a hemp square 22 feet on a side. The diagonals of the square are also marked by rope. The rope of the diagonal extends past the edge of the square 1 foot on each end. The pin locations are marked on the rope sides by a knot or paint (fig. 9).

(2) When the "X" made by the diagonals is placed over the center pole location the remainder on the pins may be marked and driven. When the pins are all driven, the men then erect the tent.

6–16 STRIKING PYRAMIDAL TENTS.—*a.* Remove all the pins except those for the four corner lines.

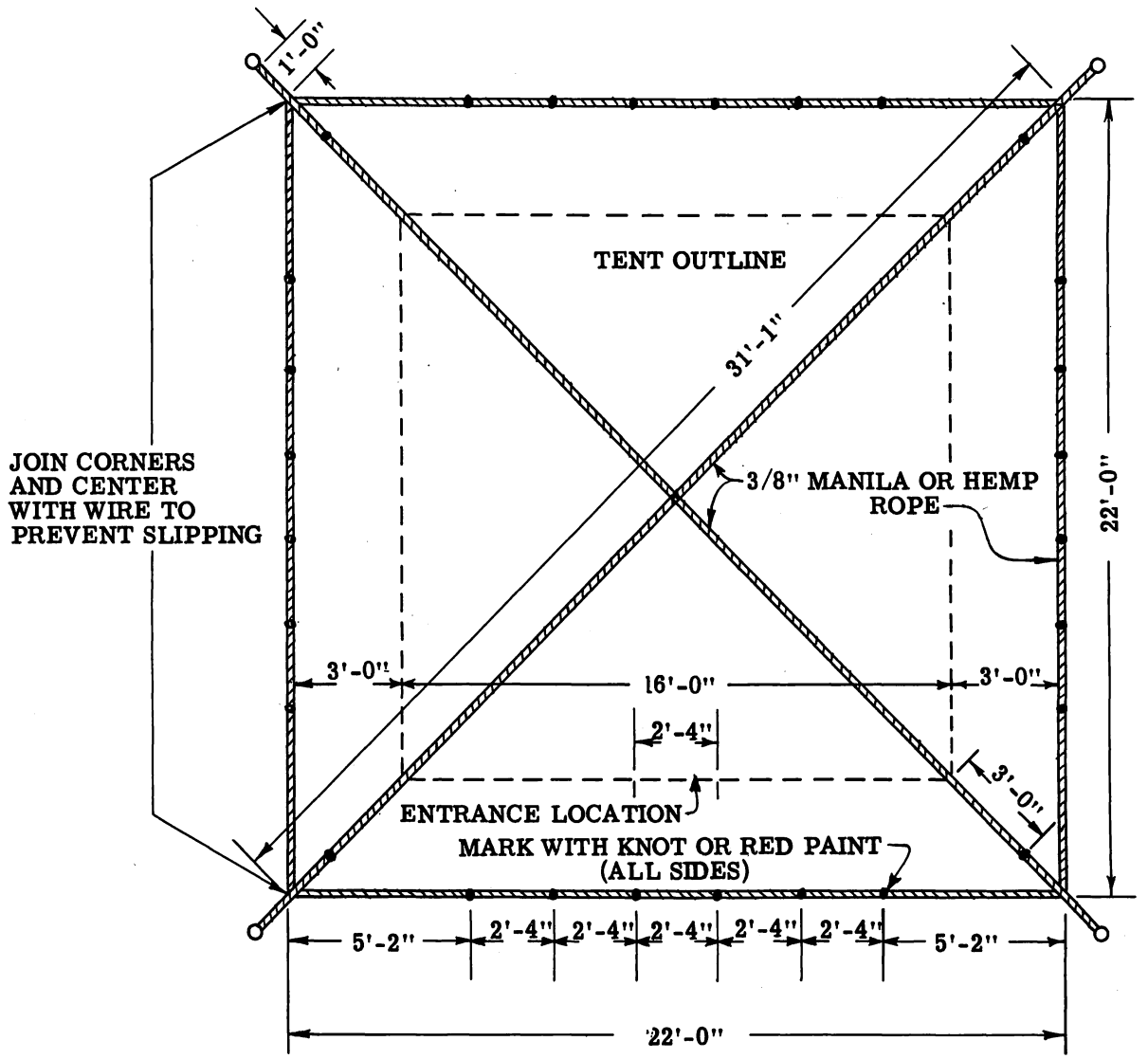

FIGURE 9.—Pyramidal tent pin marker.

b. Remove the four corner wall upright poles.

c. The men on each corner now unfasten the corner lines from the pins. One man holds the center pole. The tent is collapsed so the front and rear fold together with the sides sandwiched between. The tent is lowered to the rear. The hood is removed and the center pole withdrawn from the tent.

6–17 FOLDING PYRAMIDAL TENTS.—Smooth the canvas and place all eave lines inboard. Begin folding the canvas from the outboard sides. Each fold should be the width of the sewn panels. Continue to fold the canvas inboard so that the right side is folded on top of the door panel. The left side is placed on top of the right fold. The canvas is now ready to be folded from top and bottom. The chain and plate assembly are folded under the first fold of the canvas from the top of the tent. The canvas is folded once from the bottom in a 30-inch fold. Continue folding the canvas from the top. The last fold from the top is placed on top of the fold from the bottom.

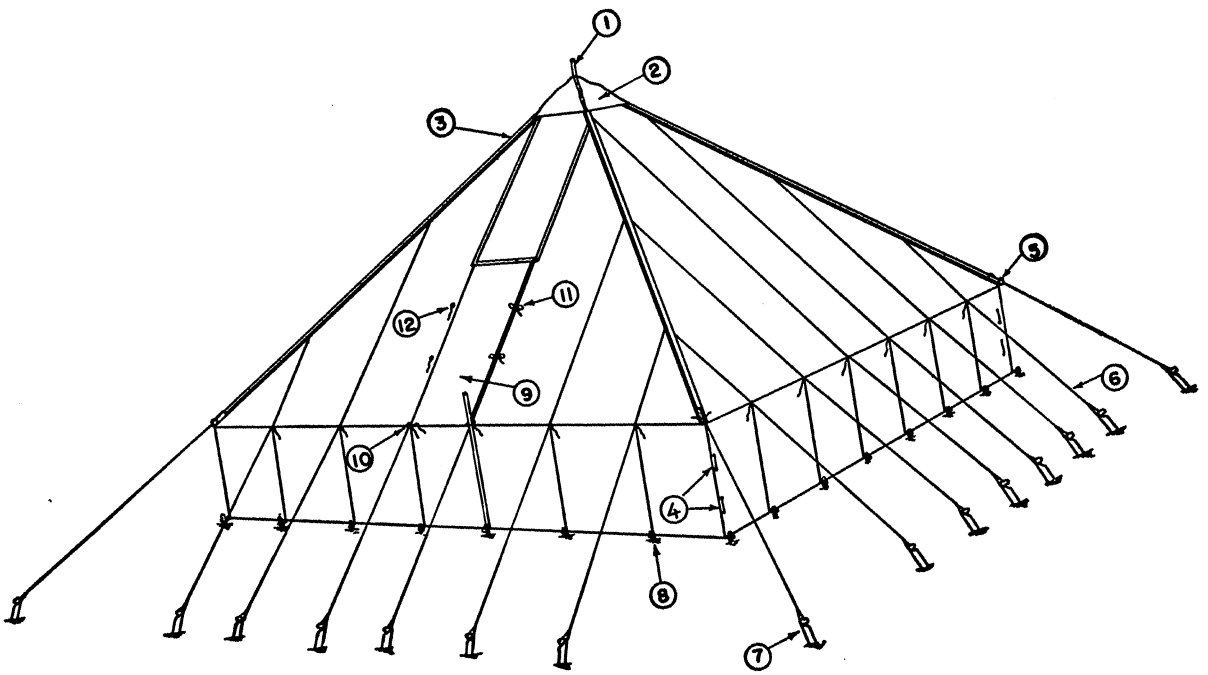

FIGURE 10.—Pyramidal tent, M-1934.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 7

FIELD SANITATION, VECTOR CONTROL, PERSONAL HYGIENE, AND FIRST AID

CHAPTER 7

FIELD SANITATION, VECTOR CONTROL, PERSONAL HYGIENE, AND FIRST AID

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SECTION I

FIELD SANITATION

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7–1 INTRODUCTION.—Field Sanitation is a term applied to the sanitary practices and principles which must be observed in order to maintain the health of the group when permanent type facilities are not available. Occasions when field sanitation may be required cover many diverse situations, such as combat patrols in the jungle, natural disasters, and temporary bivouac while awaiting construction of permanent facilities. Field sanitation, in general, should be utilized only when necessary as a substitute for more permanent sanitary facilities.

When the principles of field sanitation are applied to any given set of circumstances, it is essential that an effort be made to approach as near as possible that degree of sanitary control found in permanent installations. Considerable latitude in choice of methods should be permitted. Improvising, which conforms to underlying principles, should be encouraged.

Basically, field sanitation is concerned with three major areas: Food, water, and waste disposal. The fundamental principles which apply may be simply stated as indicated below:

1. *Food.*—Food, whenever possible, should be obtained from approved sources. Individual combat or survival rations issued through the supply system, prepared according to the directions which accompany the rations, are most desirable until such time as semipermanent galley equipment can be set up. In semipermanent type installations great emphasis must be placed on the preparation and handling of the foods and on the sanitizing of mess gear. When circumstances prevent utilization of food obtained through normal supply channels, it is essential that all food be chemically disinfected and/or thoroughly cooked to destroy pathogens, and that all mess gear be sanitized.

2. *Water.*—When possible, water should be obtained from sources which are adequately controlled and treated. When water must be used from other sources it must be treated by the individual or group. Methods for performing this are described. (See 7–3.)

3. *Waste Disposal.*—Waste material must be removed, burned or buried to prevent the possible dissemination of pathogens by contamination, insects or rodents.

7–2 WASHING MESS GEAR AND COOKING UTENSILS IN THE FIELD.—*a.* It is essential to the health of all personnel that all eating and drinking utensils, as well as equipment used to prepare, cook and serve food, be properly washed and sanitized. To render these utensils free from disease causing organisms, it is necessary that adequate equipment be furnished and recommended procedures be followed under close supervision. One mistake or faulty operation could result in many sick men and a serious setback to the operation.

b. Improvised devices and variations of the method described below may be utilized provided they accomplish the same purpose.

c. A model field dishwashing unit consists of four G.I. cans in a line to form a battery. As many such batteries may be utilized as needed to handle the flow of traffic during the feeding period. The first can in the line is for garbage and waste; the second can contains prewash warm water and detergent; the next contains hot water with sufficient detergent so that washing is quickly and adequately accom-

plished; the final can contains *actively* boiling water for rinse. An additional can may be added for a second rinse. Immersion type heaters or field burners are available for heating the water in the cans or they may be heated over fire built in a trench. Long-handled brushes will be attached to the wash cans for use in prewashing.

d. After discarding scraps, prewash to remove food particles and grease. Then wash in hot water and detergent before immersing in the sanitizing (boiling) rinse. After immersion in the final can the utensils will air dry if the rinse water is actively boiling. Drying with a cloth, rag, etc., will not be permitted.

e. Proper utilization of this system will result in clean and safe drinking and eating utensils. The prewash water should be changed as frequently as necessary to prevent carry-over of grease and food particles into the rest of the system.

f. After the battery has been secured the cans will be emptied, thoroughly scrubbed, flushed and inverted to permit complete draining and drying. Each can should be marked for its designated use, "garbage," "prewash," "wash," and "rinse." This will aid in restricting the use of each can to the one purpose for which it is intended.

7–3 WATER SUPPLY.—*a. Contamination.*—All water in the field should be regarded as unsafe until approved by a medical officer or his designated representative. It may be contaminated during distribution and storage as well as at its source.

b. The choice of a water source is influenced by quantity, quality, ease of procurement and ease of purification. However, during military operations, a hasty estimate of quality and adequacy of a source may be all that is possible. A water reconnaissance should be made to find and look over available sources and to select that which appears to be most desirable. The considerations of quality that should be used in the selection are:

(1) Freedom from contamination by sewage, other wastes and from polution by chemical, biological, or radiological warfare agents.

(2) Freedom from turbidity, color and taste.

(3) Freedom from excessive amounts of organic and mineral substances.

c. There is a tendency to locate military camps along stream banks or close to shore even though the health hazards may be much greater in these areas than on high and dry ground not far distant. In planning camps and bases, particularly in the tropics, the convenience of locating near a water source should not be a prime consideration. The effort required to pipe or haul water to healthier sites may be insignificant when compared with the difficulty and expense of controlling insects in the swampy areas along a water course.

d. If the supply for drinking and cooking, watering animals, bathing, and washing clothes is obtained from a stream, the watering places should be located in the order stated, beginning upstream, and marked by suitable signs.

e. The water furnished by small streams may be increased by building dams. Springs may be dug out and lined with stones, boxes, or barrels. Surface drainage is kept out by a curb of clay or other impervious material.

f. Water which is from an unapproved source must be chemically treated or boiled.

g. When small units must treat their own drinking water, boiling is one sure method.

h. Receptacles should be cleaned daily with boiling water. A solution of chlorinated lime (1–1,000) may be used for sanitizing cans. New cans and carts in which water is to be transported should be thoroughly steamed to remove the protective coating then superchlorinated and rinsed before being filled with water for drinking purposes. Superchlorination may be accomplished by the following methods:

(1) One pound of Grade A hypochlorite (HTH or Perchloron®) in 800 gallons or in 100 cu. ft. of water gives a chlorine dose of about 100 ppm.

(2) Calcium hypochlorite (chloride of lime) is less easily used and contains only about one-half as much available chlorine per unit weight of compound; therefore, 2 pounds of chloride of lime must be used in 800 gallons of water to obtain about 110 ppm. chlorine.

i. Lyster bags, which are 36-gallon canvas containers with a lid, are commonly used in the field. They are usually issued on the basis of 1 for every 100 men. They are primarily dispensing units. When untreated water must be put in these bags immediate treatment is

necessary. The chemical kit which is issued for this purpose contains the following: 100 tubes, each containing ½ gram calcium hypochlorite; 2 chlorination test kits, each with 50 orthotolidine tablets and a plastic testing tube; and 100 sodium sulphite tablets. This chemical kit will usually treat 25 bags of water. The treatment involves superchlorination (overchlorination) and dechlorination (with sodium sulphite). Directions for use appear upon the kit.

j. To sterilize a canteen of water use the tablets on the supply table, "Tablets, Water Purification, Individual, Iodine for Treating Water in Canteens, 50 tablets per bottle" and follow directions on the container. If the iodine tablets are not available, two drops of tincture of iodine can be used—waiting 30 minutes before using the water.

k. In very cold regions fresh water ice or snow may be melted to secure water. The ice or snow water source must be protected to prevent contamination by man or animals. Water thus obtained for drinking purposes must be chemically treated. For more detail in use of ice and snow water refer to chapter 5, Manual of Naval Preventive Medicine (NAVMED P–5010) and Low Temperature Sanitation and Cold Weather Medicine (NAVMED P–5053).

7–4 CAMP REFUSE.—Refuse must be collected and properly disposed of to eliminate breeding places and harborages for rodents and insects.

7–5 EXCRETA.—*a. Overnight bivouac.*—When troops halt for bivouac a sanitary detail should prepare temporary latrines. A few narrow trenches will suffice. If there is delay in preparing trenches any "cat holes" used should be immediately covered with dirt.

b. Temporary camps.—(1) To prevent soiling the camp site, the digging of straddle trenches should begin immediately. These trenches are usually called "one-two-three straddle trenches" indicating that they are 1 foot wide, 2 feet deep, and 3 feet long. These trenches are used for bivouacs and temporary camps. They should not be confused with the deep-pit latrines required in more permanent camps.

(2) Straddle trenches, 1 for each 10 men, should be constructed on a line and be parallel to each other.

(3) The dirt that is removed should be piled at one end of the trench, leaving a firm foothold on each side. Put a can or shovel on each pile of dirt so that each man can cover his excrement and toilet paper as soon as he is through.

(4) An ample supply of toilet paper should be provided, and be protected by cans or canvas during the rainy season.

(5) Straddle trenches are located on the leeward side of camp, well away from the galley, and 50 to 100 yards away from the bivouac area. They should be on fairly high ground, to avoid the danger of flooding during the rainy season, and so located that they will not drain into any water sources.

(6) Before breaking camp, latrines should be filled, mounded over, and marked.

c. Permanent camps.—(1) A flytight box of approved construction should be used over deep-pit latrines. It is essential to maintain flytight integrity, as otherwise the latrine will soon become a menace to the command. All cracks should be covered, preferably by strips of burlap or wire mesh. The bottom of the box should fit tightly against the ground.

(2) For details of construction and flyproofing latrine boxes see figure 1.

(3) In digging the pit make the length 8 feet or multiples of 8 feet, to correspond to the length of the box. Seats should be provided on the basis of 1 for each 12 men. One standard box is assumed to provide accommodation for 50 men.

(4) The width of the pit is always 2 feet. The depth depends on the time the latrine is to be used. A pit 4 feet deep should last 2 weeks.

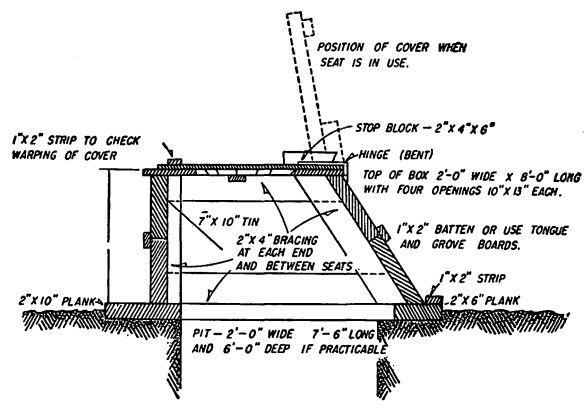

FIGURE 1.—Standard latrine box.

For longer periods add 1 foot depth for each additional week.

(5) The latrine should be screened and covered, usually with a tent fly. A trench six inches deep and six inches wide should be dug around the screening to drain off rain water. The pit should be treated with chlorinated lime or similar compound and sprayed with a recommended insecticide to prevent insects breeding. Seats should be scrubbed daily with soap or detergent and water.

(6) Flyproofing the pit is mandatory. In flyproofing the pit, an area 4 feet wide and 6 inches deep is dug all around the pit. This excavation is covered with oil-soaked burlap, and the earth replaced and packed down. After a latrine has been in use for several weeks, the ground under the burlap will be found honeycombed and will disclose the remains of numerous fly larvae.

(7) When deep latrines are filled with excreta to within 3 feet of the surface they should be filled and abandoned. The location should be closed and marked to warn against further use of the site.

(8) The double oil drum latrine is of use especially in loose sand where a pit might collapse. (See fig. 2.) All ends are removed from the drums, and the drums are so set that the top drum extends to a comfortable seat height—a flytight seat and cover may be made of plywood and cut to fit on a ledge cut in the end of the drum. When the pit fills up, the top drum is removed, the hole covered, and a new bottom section put in a new hole. The former top section is then set in place on a new bottom section. One drum only may be used in soil too hard to prepare a hole deep enough for two drums.

For use in loose sand where a pit might collapse. One seat cut from the plywood top of preceding page fits well here.

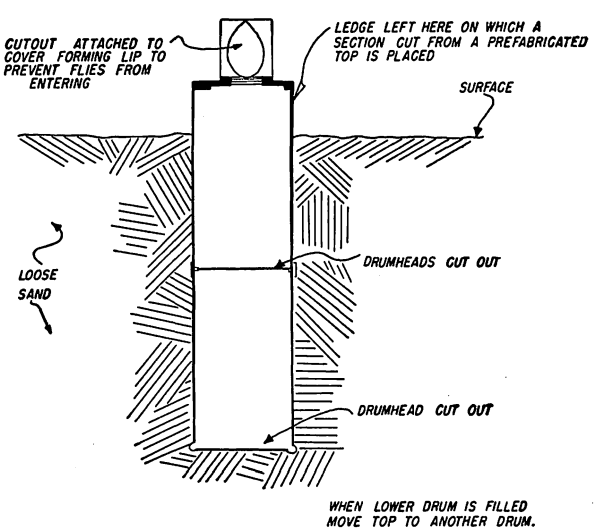

FIGURE 2.—Double oil drum latrine.

(9) The portable field latrine is often provided for semipermanent camps. (See fig. 3.) Excreta should be disposed of by dumping in pits dug for this purpose.

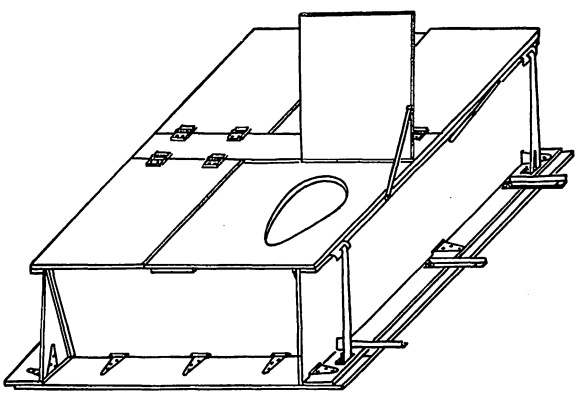

FIGURE 3.—Portable field latrine.

(10) In Arctic or Antarctic areas a small room built onto a heated building and well insulated will suffice as a latrine. The room may be heated by a small stove through the passageway from the adjacent building. Two or three seats can be provided with receptacles improvised from 5-gallon oil drums with one end removed and wire handles attached. A small quantity of suitable disinfectant shall be added to the receptacle.

7–6 URINE SOAKAGE PITS.—*a.* The urine-soakage pit is constructed as follows: Dig a pit 4 feet square by 5 feet deep, fill to within 6 inches of the surface with large stones or empty perforated tin cans, and insert at each corner a piece of pipe or other available material of appropriate length. Spread oil-soaked burlap or other rags over the stones and cover it within 6 inches of earth. Tin funnels are fitted into the ends of the pipes. (See fig. 4.) An alternate type of field urinal is illustrated in figure 5. In porous soil one soakage pit will

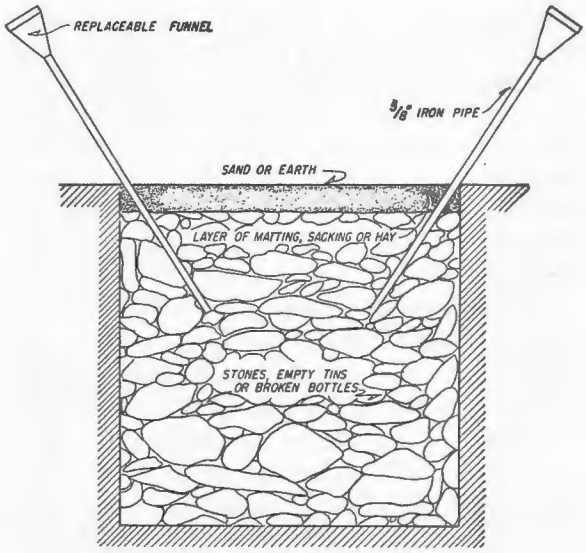

FIGURE 4.—Cross-section of urine soakage pit.

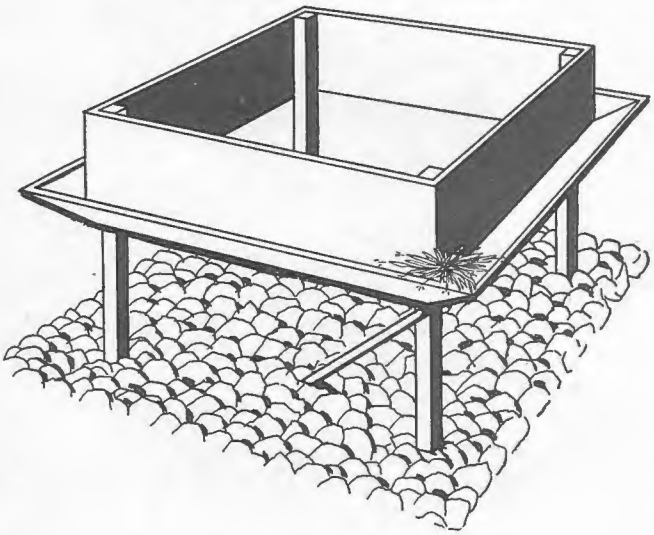

FIGURE 5.—Trough urinal arrangement.

dispose of the urine of from 100 to 200 men indefinitely.

7–7 HANDWASHING FACILITIES.—*a.* Handwashing facilities should be provided adjacent to latrines and urine soakage pits.

7–8 KITCHEN WASTES.—Liquid wastes from mess operations contain particles of food, grease, and soap. Consequently, this liquid requires some kind of treatment before it is allowed to drain into a sewer or is disposed of by other means.

a. In permanent or semipermanent camps this waste, after first having passed through a grease trap, drains into the sewerage system. In temporary camps, however, this waste must be absorbed by the soil; and here, too, grease traps must be installed to take the grease from the liquid to prevent clogging of the soil and stopping absorption. These grease traps must be cleaned frequently and the removed grease either burned or buried.

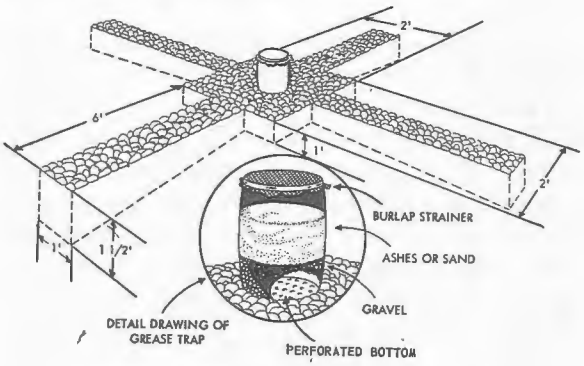

FIGURE 6.—Soakage trench with pail filter grease trap.

b. In temporary camps a soakage pit, constructed like a urine soakage pit, normally will dispose of liquid kitchen wastes for a total of 200 men. The only difference in the construction of urine soakage pits and kitchen waste soakage pits is that in the kitchen waste soakage pit a grease trap is substituted for the pipes or troughs used in the urine soakage pit. If the camp is to last for several weeks, two kitchen waste soakage pits should be constructed, each pit to be used only on alternate days since a rest period will help to prevent clogging. A soakage pit that has become clogged should be abandoned and a new one constructed. When such a pit is to be closed it should be covered with 2 feet of compacted earth and the covered site marked with a sign labeled CLOSED SOAKAGE PIT.

c. If the ground water level or a rock formation exists close to the surface, a soakage trench may be used. This trench consists of a pit, 2 feet square and 1 foot deep, with a trench radiating outward from each of its corners for a distance of 6 feet or more. (See fig. 6.) These trenches are built 1 foot wide and vary in depth from 1 foot at the central pit to 1½ feet at the outer ends. The pit and trenches are filled with material similar to that used in the soakage pit. Two such units should be built for every 200 persons fed, each unit to be used on alternate days. A grease trap should also be used with a soakage trench.

7-9 GREASE TRAPS.

NOTE: The grease trap should be of sufficient capacity so that the hot, greasy water being added will not heat the cool water already present in the trap. Otherwise, the grease will remain uncongealed and will pass through the trap.

a. A baffle grease trap may be made from a barrel which has been cut in half, or from a box which has been divided vertically into unequal chambers by a wooden baffle. (See fig. 7 and 8.) This baffle should extend to within 1 inch of the bottom. The wastes are poured through a strainer into the larger chamber (about two-thirds of the capacity of the box or barrel); they then pass under the baffle and flow out of the smaller chamber. In the larger chamber the trap should have a removable lid and a removable strainer. The strainer, which may be a box with openings in the bottom, is filled with straw or burlap to remove coarser solids; it must be cleaned frequently to prevent clogging. A 1-inch pipe, inserted about 6 inches below the top of the smaller chamber, acts as an outlet and carries the liquid from the trap to the soakage pit. To ensure proper operation of the trap it must be cleaned frequently. Grease must be removed, the trap drained, and the sediment in the bottom removed. The removable strainer may be cleaned by scrubbing it with soap and water. The grease, sediment, and straining material should be either burned or buried.

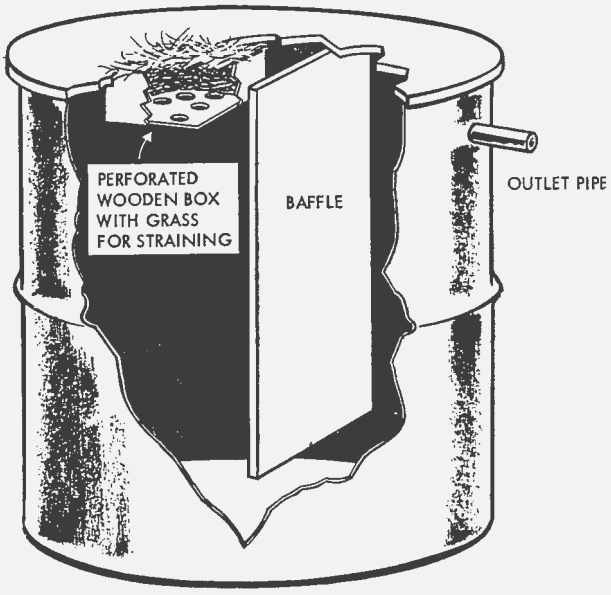

FIGURE 7.—Baffle grease trap (barrel type).

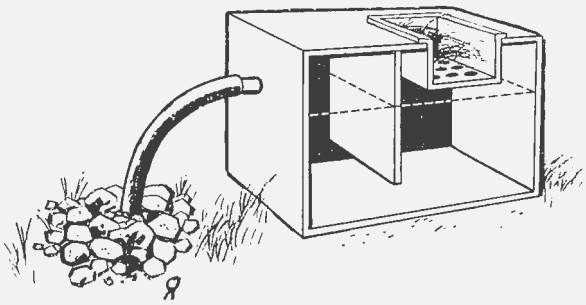

FIGURE 8.—Baffle grease trap (box type).

b. The barrel filter grease trap may be made from a 30- to 50-gallon barrel or drum which has had its top removed and a number of large holes bored into the bottom. (See fig. 9.)

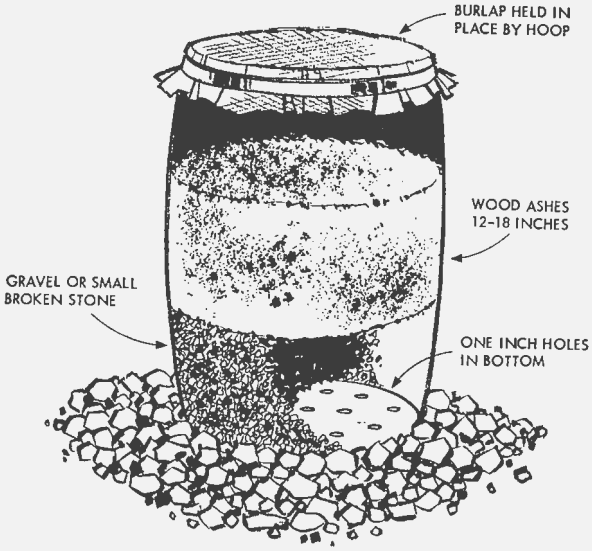

FIGURE 9.—Barrel filter grease trap.

Eight inches of gravel or small stones are placed in the bottom and covered with 12 to 18 inches of wood ashes or sand. A piece of burlap is fastened to the top of the barrel to serve as a coarse strainer. The trap may be placed directly over the soakage pit, or it may be placed on a platform with a trough leading to the pit. If it is placed directly over the pit, the bottom may be removed instead of having holes bored into it. Every 2 days the grease trap should be emptied, washed, and refilled with fresh ashes or sand. The old ashes or sand should be buried. The burlap strainer should be either washed or renewed every day.

c. A pail strainer may be made by boring

holes in the bottom of an old metal pail, or can, and filling it with grass or straw. This strainer will remove coarse particles of food and a small part of the grease. It may be used on top of the barrel grease trap to prevent the latter from becoming clogged by coarse food particles.

7–10 BATH AND WASH WATER.—*a.* These wastes are disposed of in the same manner as are the liquid kitchen wastes. In permanent or semipermanent camps they are usually drained into the water-borne sewerage system.

b. At field installations these wastes should pass through a grease trap which will remove the soap before they enter the soakage pit. Either the soakage pit or the soakage trench, each with a grease trap, may be used. In the field, every device that is used for washing or drinking should have some type of soakage trench under it. Figure 10 shows one method of connecting a washing rack to the soakage pit. The area under field showers should be excavated a few inches and then filled with small, smooth stones to keep the water from forming into pools under the shower device.

7–11 INCINERATION.—*Hillside incinerator.*—(See fig. 6 LPM.) The hillside method of incineration has proved simple and satisfactory. A trench about 2 feet wide, 3 feet deep, and 6 feet or more long is excavated in a steep hillside or bank. At the foot of this trench a soakage pit is excavated and the bottom of trench and soakage pit are filled with stone. The trench is covered with sheets of corrugated iron or other metal to assist in creating a draft when the wood or rubbish fire is built over the soakage pit. Garbage or other waste is dumped at the top of the trench and is stoked gradually down the rock bottom of the trench. Liquids drain down into the fire. This mode of disposal has the following advantages:

(a) *Simplicity.*—One man can effectively and efficiently dispose of the excremental and garbage refuse of 5,000 persons.

(b) *Availability.*—Almost every terrain contains a sloping hillside or a small embankment that may be utilized.

(c) It requires a minimum amount of fuel.

(d) A large surface area of liquid is exposed to heat thus facilitating evaporation. The hillside incinerator will prove most useful where there is a large mass of wet garbage to dispose of.

(e) Supervision is necessary to prevent the fire from going out and to stir up the garbage and refuse in order that the incinerator may function efficiently.

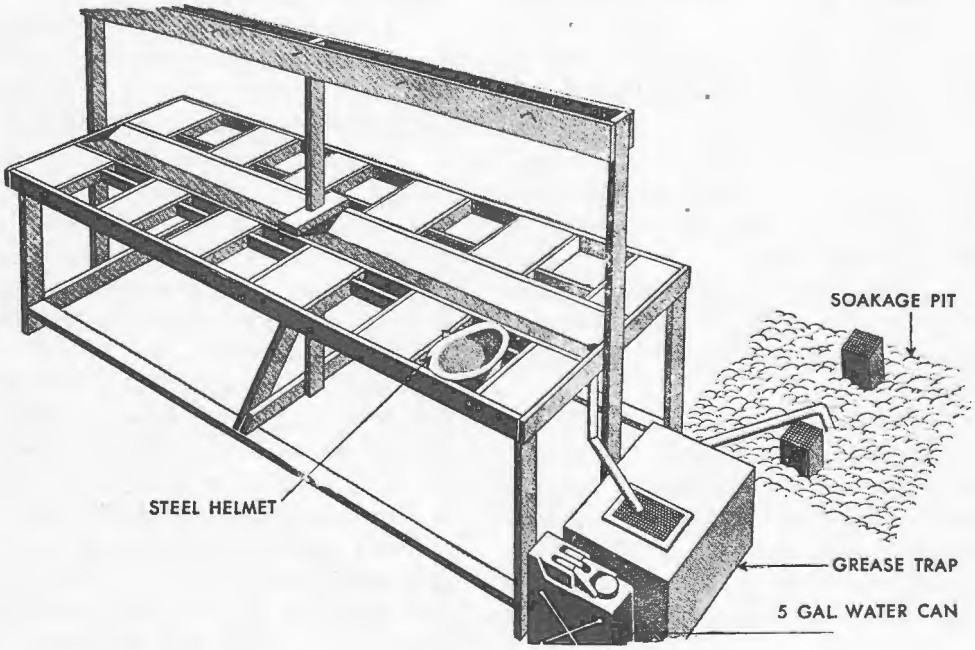

FIGURE 10.—Washing device with soakage pit.

SECTION II

VECTOR CONTROL

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7–12 INSECT CONTROL.—General.—Insects can seriously affect the health, comfort, and morale of military personnel. Some insects carry disease, some inflict painful bites or stings and still others can become a critical annoyance by their great numbers—flying about and crawling on men, their food, and equipment. Effective planning and execution of measures for protecting personnel from harmful insects must be a part of the landing party operation.

7–13. FLIES.—1. *Relation to Man.*—To this group belong some of the most important insects we have to combat.

The housefly is the most common fly in many parts of the world. In addition to being a serious annoyance, it can carry many kinds of disease germs—on its feet, in its vomit, and in fly specs (excrement). The most important diseases that flies carry are diarrhea, dysentery, cholera, and typhoid fever.

Blow flies carry many of the same diseases as the housefly. In addition, their maggots (larvae) sometimes get into wounds or natural openings of the body.

The stable fly is different from the above types. It looks like the housefly but it is a blood-sucking fly and is suspected of carrying two diseases: anthrax and tularemia.

Sand flies (genus *Phlebotomus*) are tiny blood-sucking gnats that can carry a number of diseases that occur in tropical and subtropical regions.

Black flies (*Simulium*) are small vicious blood-sucking insects which are extremely annoying pests in many regions where there are running streams. They also carry some kinds of human disease parasites in parts of Mexico, Central America, and Africa.

Punkies or no-see-ums (*Culicoides*) are tiny blood-sucking gnats which occur in many parts of the world. They cause extreme annoyance and in some tropical areas they carry filarial worm parasites to humans.

Horse flies and deer flies are vicious blood suckers that attack man and animals out of doors. They can carry a number of diseases, including tularemia (from rabbits).

Eye gnats do not bite but are attracted to open wounds, pus and scretions of the eyes and nose. They can be extremely annoying because of their habit of hovering in swarms close to the face or other exposed skin. In some parts of the United States they spread pink-eye (acute infectious conjunctivitis) and in the tropics are believed to carry yaws.

2. *Characteristics.*—There are many kinds of flies but they all have a general resemblance to mosquitoes: They have two wings; there are four stages of development (egg, larva or maggot, pupa and adult); and most are active fliers.

a. House Fly.—These insects can multiply very rapidly. A female fly lays about 100 eggs in a batch and up to 21 batches in her life. A new generation comes out about every 2 weeks in warm weather. The eggs are deposited in fermenting vegetable and animal matter and other filth. Garbage, contents of pit latrines, animal manure, and soils contaminated with organic materials are favorite breeding places. On completing their growth, the larvae crawl to the edge of breeding places, burrow into the soil, and change into dark brown pupae. When this stage is completed, the adult flies push open the ends of the pupal cases, work their way to the surface, and fly away. Adult flies

are capable of dispersing as far as 13 miles from breeding sites.

b. Blow Fly.—The most common are the green bottle and blue bottle flies but there are many other kinds. They have life cycles and habits somewhat like those of the house fly, but they breed mainly in carcasses of dead animals and in meat in garbage. They are seldom as numerous as houseflies.

c. Stable Fly.—The stable or dog fly is a blood-sucking fly which much resembles the house fly in appearance. It breeds normally in wet straw, manure mixed with straw or any piled or fermenting vegetation such as grass, seaweed, and similar materials. It does not frequent latrines or human food. Adult stable flies are capable of migrating many miles from their breeding areas.

d. Sand Fly.—These are very small (about 1/10 inch long), dark colored and look like tiny moths—are sometimes called moth flies. In the United States, sand flies are found in the Atlantic and Gulf Coast States, but the only man-biting kind is found in southwestern Texas (information concerning their breeding grounds is very incomplete). They invade buildings to attack man during the evening and night and hide in dark, protected places during the day. They travel in short hopping flights with long pauses and they travel only 100 or 200 yards from their breeding places.

e. Black Fly.—Small (1/25 to 1/8 inch), hump-backed flies that breed in swift streams. Adults can fly 4 miles or more from their breeding grounds.

f. Punkies.—These are very tiny, about 1/20 inch long. Not much is known about their habits; some breed in fresh-water inlets, in tidewater pools, in decaying humus of densely shaded streams, grassy marshes, and mangrove swamps. The adults can fly 2 or 3 miles from their breeding places. They are so small they can go through ordinary window screens. They attack humans mostly in the evening or early morning. Some kinds inflict a painful bite.

g. Horse and Deer Flies.—Robust flies with powerful wings and large, round heads. They range in size from about that of a housefly to over an inch long, prefer warm sunny locations and are most active on humid days. The larval stage usually occurs in wet soil, mud or water and the adults are more abundant close by—along the margins of streams, lakes, marshes in river bottoms land.

h. Eye Gnat.—Blackish flies about 1/16 inch long. They breed in loose recently cultivated soil containing organic matter such as animal excrement and decaying plants. They come out in swarms.

3. *Control of House Flies and Blow Flies.*—*a. Sanitation.*—Thorough sanitation and proper policing of grounds is the most important step in fly control. The other methods will not do the job without effective sanitation. Garbage should be kept in covered containers to prevent fly breeding, and should be removed frequently, especially in warm weather. Any fermenting or decaying organic matter such as excrement, dead animals, fish and meat refuse, or discarded foodstuffs must be disposed of as soon as possible. (See secs. 7–3 to 7–10.)

b. Treat Breeding Places.—Insecticide should be sprayed on the ground and enclosures around latrines, garbage racks, and any other places where flies may breed. Such treatments act principally by killing the new adult flies as they come out of the breeding material. The following spray may be used; apply at the rate of 1 quart to 250 square feet of surface:

DDT solution, 20 percent—Mix 1 part with 3 parts of kerosene or diesel oil (to make 5 percent strength).

DDT emulsion concentrate, 25 percent—Mix 1 part with 4 parts of water (to make 5 percent strength).

DDT water dispersable powder, 75 percent—Mix 1 pound with 1¾ gallons of water (to make 5 percent suspension). First make a smooth paste, then put in the rest of the water. If flies are resistant to DDT, use one of these:

Malathion solution, 3 percent—Mix 1 part with 2 parts of kerosene or diesel oil (to make 1 percent strength).

Malathion emulsion concentrate, 57 percent—Mix 1 part with 56 parts of water (to make 1 percent strength).

NOTE: For treating latrines, malathion is better than DDT; spray the pit sides, inside and outside of the walls of the box, and walls and screens of the enclosure. Fly breeding in pit latrines can be controlled, where the contents

are relatively dry by sprinkling paradichlorobenzene crystals (PDB) over the contents at the rate of 2 ounces per latrine hole at weekly intervals. This treatment is effective only when pits are deep, dry, and unventilated.

c. Treat Resting Places.—The object is to spray the spots where flies congregate (residual spray). Spots that need spraying can be found by looking at night with a flashlight for resting flies, and by looking during the day, for places where there are many fly specks. Use 5 percent DDT in kerosene spray described above, but if the flies are resistant to DDT then use one of the malathion sprays. Sprays may be applied with any of the following: Cylindrical type insecticide sprayer, 2-gallon capacity; portable gasoline engine driven insecticide sprayer; and hand-operated insecticide sprayer, 2-quart capacity. A fan-type nozzle is recommended for this type of application. The nozzle should give a coarse wet spray, and the surfaces covered should be wet to the point of runoff. As a rule, spray nozzles should be held 15 to 18 inches away from the surface being sprayed. Air pressure during application should not exceed 40 pounds per square inch.

CAUTION: Do not expose dishes or utensils to the spray. Remove or cover them. Do not use vaporizers.

Outdoor mists of DDT or BHC may be used to help control flies if power mist blowers and qualified operators are available. See mosquito control, section 7–14, 3b(2).

d. Space Sprays.—To quickly get rid of flies indoors, such as in mess halls, spray the air with an aerosol bomb or with standard spray. The aerosol bombs come in two sizes: beer can type and 1-pound cylinders. Spray about 6 seconds per 1,000 cubic feet of room space; carry the bomb about while spraying to get good distribution throughout the room. The standard Navy insecticide (SNI–DDT plus quick knockdown agent in odorless kerosene) can be applied with an ordinary flit gun (1 qt. or 3 qt. sizes). The maximum rate is 3 ounces per 1,000 cubic feet.

e. Screening.—In a permanent camp the kitchens, messhalls, garbage cans, and latrines should be screened. It should be a standing operational procedure that no hot food be served until the galley is screened. Screens should have a mesh of 18 wires to the inch. In a semipermanent camp, screening may be impractical; consequently dependence must be placed upon cleanliness and insect-proof containers. In the absence of metal screening, mosquito netting or similar material may be used to flyproof tents, galleys, etc. Screen doors should be made to open outwards and should be in direct sunlight whenever practicable.

4. *Control of Stable Flies.*—The first and most important step is to destroy the breeding places—moist, rotting straw, hay, lawn clippings, and other decaying vegetation. These materials may be burned or spread thinly in the sun to dry. Breeding spots also can be treated by thoroughly wetting with one of the sprays recommended for house flies and blow flies. Adult flies can be killed by the same methods as recommended for house flies. Where stable flies are causing serious discomfort and control measures are not practical (e.g., troops in the field), each man should use the standard insect repellent.

5. *Control of Other Kinds of Files.*—*a. Sand Flies.*—Because of their habit of resting on walls and other surfaces between flights, sand flies can be easily controlled by 5.0 percent DDT solution, emulsion or suspension spray as used in fly control. Sleeping quarters and rooms occupied after dusk should be treated. Spray walls and ceiling and a strip 2 feet wide around the outside of doors and windows. If sand flies are numerous, it will help to spray outdoor resting places within 200 yards: stonemasonry walls, tree trunks, vegetation, etc. A thorough treatment will usually last for a long period, as much as 2 months. Do not apply emulsion spray to tents; it will make them leak. Application of other residual sprays with the equipment and in the dosage recommended for house flies and mosquitoes is also suitable for the control of sand flies.

b. Black Flies.—The main emphasis must be a personal protection measure: Use repellent; wear repellent treated clothing; keep cuffs and collars tightly fastened; use head nets and bed nets if the situation permits (netting must be not less than 20 mesh per inch). Screening is not ordinarily recommended because black flies seldom enter buildings. Where screens are used

the mesh must be not less than 20 mesh and of 28 standard wire guage (SWG). Space sprays as for fly and mosquito control may help some but generally are not highly effective. Where there are serious outbreaks of black flies, request higher authority for help in area control measures such as airplane spraying with DDT.

c. Culicoid Sand Flies or Punkies.—Personal use of repellents and repellent treated clothing is the first line of attack. Dip bed nets in DDT emulsion spray, 5.0 percent and paint screens with DDT solution, 5.0 percent (standard Navy insecticide). Punkies can pass through ordinary netting and screens but the DDT deposit will kill many as they go through (screen fine enough to keep out punkies would seriously restrict ventilation). Space treatment with fogs and mists as recommended for mosquito control is the best method, if equipment and operators are available. Control of the larval stage is not practical in most landing party operations.

d. Horse and Deer Flies.—There is no control that is entirely satisfactory. Outdoors, personal protection as described for mosquitoes will help but present repellents are not always effective. Space applications similar to those for mosquito control are sometimes helpful, particularly if done when the flies are active. Horse flies and deer flies will freely enter quarters but they do not bite indoors; protection of quarters, therefore, is not a problem.

e. Eye Gnats.—Repellents may give some protection against annoyance. Space application of mists as for mosquitoes will give temporary relief if applied when the gnats are actively flying.

7–14. MOSQUITOES.—1. *Relation to Man.*—Of all the insects that affect the health of man, mosquitoes are the most important. For example, the only way malaria spreads is by the bite of one of the malaria (*Anopheles*) mosquitoes. Yellow fever is transmitted by the bite of the common yellow fever mosquitoes (*Aedes aegypti*). Filarial worms are carried by certain kinds of mosquitoes in the tropics. Encephalomyelitis (one form of sleeping sickness) also is transmitted by mosquitoes. Many kinds of mosquitoes, such as the Arctic mosquitoes, do not carry disease but are such severe pests that personnel cannot exist without some kind of protection.

2. *Characteristics.*—Mosquitoes deposit their eggs on the surface of water or on the surfaces that later will be wet by rain, flooding, etc. The wigglers (larvae) hatch and feed on organic matter in the water. When grown they change to tumblers (pupae) and then to adult mosquitoes. They use a great variety of water collections for breeding areas. Some breed in swamps (fresh water and salt water); some in ground pools or puddles; some like water in artificial containers (tin cans, flower vases, etc.), and others in the water in tree holes and leaves of plants. Adult mosquitoes rest in concealed places when not looking for food. Some kinds fly in the daytime and some fly at night; some travel only a few hundred feet from their breeding places while others may go several miles.

3. *Control.*—Mosquito control methods may be either permanent or temporary in nature and are usually directed against the larvae or the adults. Permanent control measures include those designed to eliminate or control water in which mosquitoes breed. Aside from eliminating artificial water holding containers about camp sites, permanent control measures (drainage, filling, etc.) are costly and take time. In this Manual, therefore, only temporary control methods will be considered.

a. Control of Larvae or Wigglers.—(1) *Ground application.*—The insecticide most commonly used for larviciding is DDT—in solutions, emulsions, suspensions, or dusts. The application rate for each individual treatment should be not over 0.2 pound of actual DDT per acre in draining areas (streams, lakes, town water supply, etc.) or where there are beneficial fish and wildlife. Where there is no danger to flowing water, etc., or to fish and wildlife the application rate can be increased to 3.0 pounds of DDT per acre for longer lasting effect. If the larvae are resistant to DDT, use malathion at the rate of 0.5 pound actual malathion content per acre (for example, about 2 gal. of 3.0 spray per acre; 6 gal. of 1.0 percent spray per acre). Actually the kind of insecticide and the application rate will vary with the kind of mosquito, the location and the kind of application equipment available. Therefore, current recommendations should be obtained from appropriate

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technical specialists in planning the landing party operation.

(2) *Application from Airplanes.*—In larviciding by airplane, DDT, 20-percent airplane spray, should be used. Depending upon the openness of the terrain and the species of mosquitoes being controlled, an application rate of from 0.2 to 0.4 pound of DDT per acre is recommended. Dilution and application rates required to apply this dosage will vary with the type of airplane and aerial dispersal device utilized. All aerial spraying requires prior approval from the Chief of Naval Operations (see current instructions of the 6250 class).

b. Control of Adult Mosquitoes.—(1) *Indoor control.*—(a) Space applications with standard Navy insecticide or aerosol bomb as described for fly control—section 7–13. 3*d*. Since a space spray has effect for only a very short time, application must be repeated whenever new mosquitoes get inside.

(b) When mosquitoes enter frequently or where disease carrying mosquitoes are present, apply a residual spray to all surfaces on which mosquitoes are likely to rest. Use the same materials and method of application described for treating the resting places of flies—section 7–13, 3*c*.

(2) *Outdoor control.*—Space treatment and residual sprays may be used to kill mosquitoes outdoors.

(a) *Space Treatment.*—This is usually the best method for outdoor control. Treatment may be by insecticide fogging, insecticide misting and airplane spraying. Each has certain advantages depending on the kind of mosquito problem, the location, and the type of military operations. Each method, however, requires special equipment and trained personnel. Airplane spraying requires prior approval as noted under 3*a*. (2) above.

(*1*) Fogging is a good method for preventing annoyance in a small area. By itself, it does not do a very complete job of killing the mosquitoes in the treated area but it does have a repellent effect. A fog application often will give adequate protection for one day or more. If mosquitoes are continually coming in from outside the treated area, fogging must be repeated at frequent intervals. One advantage of fogging, especially in towns, is that almost none of the insecticide settles out so the treatment leaves no dangerous or unsightly film deposit. For exterior fogging treatments use DDT, 8.0 percent in diesel oil solution, applied at the rate of 40 gallons per hour with a vehicular speed of 5 miles per hour. This application treats effectively a 100-foot swath, or 12 acres per mile of front, at the rate of 0.44 pounds of DDT per acre. To prepare 100 gallons of this solution, dilute 37 gallons of DDT, 20 percent aerial spray, with 63 gallons of diesel oil No. 2. Fogging should not be done when the wind is more than 7 miles per hour, nor when the ground is warmer than the air directly above it. Since fog applications are most effective against flying insects, it should be done when they are active and not when they are resting.

(*2*) Mist application generally gives better control of adult mosquitoes than does fogging. Mists, however, put down a heavier deposit and must be used only where such deposits will not affect the health of personnel or be a nuisance. For exterior mist treatment use DDT, 2.5 percent oil solution applied at the rate of 125 gallons per hour with the machine moving at 5 miles per hour. This treats a 100-foot swath at the rate of 0.44 pound of DDT per acre. To prepare 100 gallons of a 2.5 percent DDT solution dilute 11 gallons of DDT, 20 percent aerial spray, with 89 gallons of diesel oil No. 2. Misting works best when the temperature is not over 75 degrees and there is a steady breeze (not gusty) between 5 and 10 miles per hour.

(*3*) Airplane spraying as described for larviciding also may be used for controlling adult mosquitoes. Where conditions require, an area can be sprayed by shipborne aircraft before the landing party goes ashore and repeated treatments can be made by ship or land-based planes as needed. Airplane spraying usually is most effective about surnise or sunset when air movement is at the minimum.

(b) *Residual Sprays.*—True residual sprays are not highly effective for controlling adult mosquitoes outdoors, but can be used in combination with other methods for protecting small camps. The spray is applied to all vegetation surfaces for an area of 100 feet or more around the place to be protected. Apply DDT, 5.0 percent aqueous emulsion as a spray at the

rate of 12 gallons per acre (an application rate of 5 pounds of DDT per acre). To make this spray, dilute 1 part DDT, 25 percent emulsion concentrate, with 4 parts of water.

4. *Protective Measures.*—*a. Screening.*—Living quarters in permanent and semipermanent camps should have all doors and windows protected with tightly fitted 18 x 18 mesh screens. Where screens are not available or where there are disease-bearing mosquitoes, all personnel should sleep under bed nets.

b. Personal Protection.—In mosquito areas the landing party should have a stack of insect repellent—three bottles per man per month. Apply to exposed skin as directed on the label and repeat as needed. Clothing may be treated with repellent in a hand sprayer. Two ounces are sufficient to treat one uniform completely. Long sleeves and trousers should be the required uniform after sundown in malarious areas. In addition, head nets, gloves, and leggings should be used.

c. Camp Location.—Camps should not be set up near swamps or other mosquito breeding areas. In areas where there are disease-bearing mosquitoes camps should be located away from native villages—at least 1 mile, preferably 5 miles. Furthermore, native villages and compounds should be out of bounds to all military personnel.

d. Medicinal Prophylaxis.—The routine administration of chloroquine to men to suppress clinical malaria is of value in areas where this disease is endemic. The treatment of native malaria carriers is also an important factor in the protection of a landing force.

7–15 LICE.—1. *Relation to Man.*—Human lice transmit epidemic typhus, trench fever and one form of relapsing fever. Louse-borne typhus has been one of the historic scourges of man. Lice carry the rickettsia from man to man; there is no cycle in lower animals. Trench fever is something like typhus but is less severe. It does not kill but an epidemic in louse-infested troops can make them weak and ineffective. Louse-borne relapsing fever (caused by a spirochaete) occurs mostly in North Africa and Asia. With this disease there are several short periods of high fever. The death rate is not high but the victim is weak and ineffective. In addition to transmitting diseases, human lice cause a great deal of irritation and misery among infested people. Human lice live only on man; they do not infest any animals.

2. *Characteristics.*—Three kinds of lice infest man: body lice, head lice, and crab lice. They multiply rapidly and spread from one person to another by direct contact or by infested clothing. They seldom get far away from man and they will starve in a few days if they do not feed. Buildings and clothing usually will not remain infested for more than 7 to 10 days if the lice do not have an opportunity to feed. The body louse lives mostly in the clothing next to the skin; it feeds on the body. The head louse lives in the hair of the head and the crab louse among the hairs of the genitals. Sometimes crab lice are also found in the hair of the legs, chest, armpits, beard, and eyebrows. Unlike the other two kinds, the crab louse does not transmit disease but can be severely irritating.

3. *Control.*—Control consists of delousing individuals and disinfesting clothing, equipment, and spaces occupied by infested people. Do not apply louse powder or other insecticides where they may get into food, water, or utensils. When military personnel are treated for head lice or body lice, inform a Medical Department representative that such treatment has been carried out (because of the possibility that the lice may carry disease).

a. Prevent Infestation.—(1) Avoid contact with louse infested persons, clothing, or materials.

(2) Observe personal cleanliness; i.e., bathe with soap and water at least once a week and change clothing, particularly underwear.

(3) Avoid overcrowding of personnel.

(4) Instruct personnel in prevention and individual control measures.

(5) Conduct frequent inspections of body and clothing for evidence of lousiness.

b. Individual Treatment.—(1) The louse powder insecticide is a mixture of 10.0 percent DDT in a filler such as talc. It comes in 2-ounce shaker cans, ready for use. In areas where lice are resistant to DDT, use dusting powder, 1.0 percent lindane. With the lindane powder do *not* apply more than 1 ounce at one time and do *not* repeat oftener than once a week.

(2) For body lice (prevention or control) dust

the entire inner surface of underwear and any other clothing worn next to the skin, including the shirt, giving special attention to the seams, the area around the neck, the armpits, waist, shirt-tail, and crotch of pants. Dust along the seams of the outer garments. Rub the treated clothing lightly to spread the powder. About 1 ounce of insecticide per person is required. The application should be repeated after each change of clothing. If clothing cannot conveniently be removed for making application, unbutton the shirt and trousers and dust the powder liberally by shaking on the inside of underwear or other garments next to the skin. Then pat the clothes to get the powder well distributed. It may take several hours to kill all the lice. The eggs (nits) are not affected by the powder but the young lice die soon after they hatch.

(3) For head lice, apply the powder lightly to the hair and rub in with the fingertips. Do not wash the hair for at least 24 hours. Since the eggs are not killed by the insecticides, second and third applications should be made at weekly intervals to kill the young lice that hatch.

(4) For crab lice, apply the powder to all regions of the body having a moderate to heavy growth of hair, particularly around the genitals. Thorough application is important. Do not bathe for at least 24 hours. Repeat application once or twice at 10-day intervals.

b. Mass Delousing.—(1) *Delousing Powder.*—(a) Bulk-issue delousing powder is available for for use in mass delousing with hand and power dusters.

(b) For small operations the plunger-type hand duster is suitable. This item is equipped with a 6-inch metal extension tube and delivers an even flow of powder. One duster three-fourths full holds enough powder to treat approximately 10 individuals. Best results are obtained when dusters are not filled completely.

(c) Power dusting equipment consists of a small portable gasoline engine, an air compressor, 10 lengths of hose, and 20 dusters. The dusters are easily detached and the extra units are supplied to enable refilling while others are in use. One complete unit can delouse 600 or more persons in an hour. The use of this power dusting equipment is especially suited for treating infested persons at military installations, troops in rear areas, prisoners of war, civilians adjacent to troop concentrations in occupied territory, and personnel boarding transports.

(d) The dusting of personnel should follow a definite routine to avoid missing portions of the clothing (see current pertinent military manuals for a suggested procedure). When hand dusters are employed, two, full, even strokes are required for the treatment of each area of the body. With power dusters, a momentary pressure on the trigger is usually all that is necessary. The exact timing must be learned by experience.

c. Delousing of Clothing.—(1) DDT impregnation or application to clothing is ordinarily the least expensive method of delousing when the lice are not resistant to DDT. For this purpose DDT, 25 percent emulsion concentrate, should be diluted to 2 percent DDT with water. Soak underclothing thoroughly in this emulsion. After soaking, the clothing is moderately wrung out and allowed to dry completely. Impregnated underclothing will prevent louse infestation for about 2 months or until washed eight times.

(2) *Spray and Fumigation.*—This is a special treatment used when it is necessary to obtain immediate and complete delousing of personnel, clothing, and personal gear. It requires special equipment and technical personnel. For details see Manual of Naval Preventive Medicine, NAVMED P–5010–9 paragraph 23. Methyl bromide for individual use is supplied in a 2-ounce capsule to be used in fumigation of barracks bags. The methyl bromide capsules are placed in special, gas-tight bags with the clothing, and the capsules are broken by outside pressure. In 45 minutes the clothing is removed and aired. All operations are from the windward side taking care not to breathe the fumes which are *extremely toxic to man.*

7–16 BEDBUGS.—1. *Relation to Man.*—The kind of bedbug that attacks man does not carry disease. However, bedbugs do cause severe discomfort. Infestations should be controlled whenever found.

2. *Characteristics.*—A fully grown bedbug is a flattened, reddish brown, wingless, sucking insect averaging ⅜ inch in length. It develops

from eggs laid in wall cracks, furniture, mattresses, or other sheltered places. The eggs hatch in about 6 days and, if a suitable source of blood is available, the young bugs begin feeding and growing. Under favorable conditions they mature and lay a new generation of eggs in a little over 30 days. Adult bugs live from 6 to 8 months and may even survive without food for several months in unoccupied and unheated buildings.

3. *Control.*—Apply 5.0 percent DDT solution or emulsion to wall-crevices, baseboards, sides and ends of mattresses, and bunks in infested quarters. The insecticide can be put on with a "flit" sprayer or even with a paint brush. Wet surfaces just to point of runoff. It is not necessary to treat entire walls and ceilings, nor the top and bottom of mattresses, because bedbugs are killed by crossing a band of DDT 18 inches wide. If bedbugs are resistant to DDT, request assistance from technical specialists on the use of other insecticides. See NAVMED P-5010-9 paragraph 34.

7-17 COCKROACHES.—1. *Relation to Man.*—Cockroaches are associated with unsanitary conditions. They are able to spread germs that cause diarrhea and dysentery. Any cockroach infestation should be controlled, especially in galleys and food stores.

2. *Characteristics.*—There are several kinds of habitation-infesting cockroaches but all are similar in appearance, habits, and methods required for control. Most kinds are brown or black and ½ to over 1½ inches long. They breed rapidly where there is food and warmth. During the day they hide in cracks or other concealed places, and come out at night. Their eggs are laid in small brown cases.

3. *Control.*—*a.* Satisfactory control requires continuous effort—a combination of thorough cleanliness, protection of food supplies, elimination of hiding places, and use of insecticides. Insecticides alone will not give control.

b. The first requirement for successful cockroach control is the utilization of every feasible means to prevent the insects access to foods. This includes the maximum degree of cleanliness in food preparation, serving, and storage areas. Complete recovery of all food scraps from messing spaces and galleys after each meal is essential. When sanitary measures have been adequately applied, insecticides are then effective in the elimination of existing infestations or the preventing of new ones. Chlordane solution, 2.0 percent, is the insecticide of choice. If resistance to this insecticide is experienced, 3.0 percent malathion may be used. These insecticides are to be applied only as *spot* residuals. (Caution: These insecticides are capable of causing toxic symptoms on contact with the skin or by entry through all portals of the body. Avoid inhaling the fumes; the operator must wear a respirator, and take a bath with soap and water immediately after spraying operations, followed by a complete change of clothing). The insecticides must not be sprayed into the air, but may be applied with a paint brush or as a coarse spray into the hiding places of roaches and on surfaces frequented by them. They must not be used in the indiscriminate treatment of all overheads and bulkheads in living spaces.

The insecticide should be injected into all cracks, crevices, and hidden places where roaches may find shelter. Exposed surfaces where roaches frequently rest, such as under surfaces and support of tables and fixed equipment, shelves, drawers, lockers, etc., should be treated with the brush or coarse spray to the point of wetting without runoff. Extreme care must be taken not to contaminate food or food service utensils.

7-18 MITES (Chiggers).—1. *Relation to Man.*—The newly hatched stage (larvae) of certain mites, transmits scrub typhus. This is a severe and weakening disease prevalent in the Southwest Pacific and Southeast Asia. Another kind causes scabies or mange in humans. Others such as the North American chiggers cause severe skin irritation with intense itching.

2. *Characteristics.*—After hatching from the eggs, mites pass through three stages—larva, nymph, and adult. These six-legged larvae are almost microscopic in size and usually are a red or pinkish color. In all except the mange mites, only the larva is parasitic on man, small rodents, or other animals. It feeds on lymph or tissue juice and must feed before it changes to a nymph. The nymphs and adults have eight legs, live on organic matter in the soil and are not again parasitic. Adults lay their eggs in the ground. Usually the mange mite is para-

sitic in all stages, and infestations occur where there is crowding such as in refugee camps. Prevention and control of mange mites should be supervised by a medical officer and will not be discussed here.

3. *Control. a. Protective Measures.*—(1) *Organizational.*—In areas where there is scrub typhus, it is essential that clothing be treated with a chemical that will kill or repel mites. If troops will be sleeping on the ground, their blankets or sleeping bag covers should be treated with repellent. An effective clothing repellent chemical which will give protection from a variety of insects, mites and ticks can be obtained through supply channels. Impregnation treatment may be done by machine at laundry units before the landing operation or by hand dipping in the field. Detailed instructions for impregnating clothing and material should be obtained from the medical officer and should be followed exactly. Caution: Do not treat underwear and to avoid skin irritation do not wear treated uniforms until they are thoroughly dry. When treating clothing, avoid prolonged or excessive contact with the liquid repellent, particularly the concentrate. Plastics such as watch crystals, fountain pens, and pocket combs may be softened by contact with treated clothing or repellent.

(2) *Individual.*—In areas where there are mites, every individual should use the standard repellent specially designed for mites before entering the area. Apply to exposed skin according to the direction on the bottle and repeat the application every 4 to 8 hours as needed. Individuals may impregnate their clothing with the repellent by spraying it on uniforms with a hand insecticide sprayer. Approximately 2½ ounces per uniform is required for protection. In applying the repellent be sure to thoroughly wet the top of the socks; front and top of shoes; trouser cuffs, fly and waist band; and shirt front and cuffs. Individual treatment of uniforms by this method is not as effective as complete impregnation by the methods referred to above.

b. Control Measures.—(1) *Preparation of Camp Sites.*—New camp sites should be prepared as fully as possible before the arrival of occupying units. All brush and low vegetation should be cut level with the ground and burned or hauled away. Parasitic mites live only in damp, shaded soil, therefore cleaning or any other procedure that dries the surface will help with the control. Usually within 2 or 3 weeks after a thorough clearing, the ground dries enough to kill all the mites. Clearing should be done with a bulldozer if available and all personnel working on clearing must use protective measures.

(2) *Use of Insecticides.*—In some situations, particularly where there are disease-bearing mites, it may be desirable to treat the ground with insecticides: chlordane at the rate of 2 pounds per acre, dieldrin at 1 pound per acre or lindane at 0.5 pound per acre. Do not use DDT. *Note:* These insecticides must be applied only by technically qualified personnel. See NAVMED P-5010-9 paragraph 26 for additional instructions.

(3) *Rodent Control.*—Mites feed on rats, mice, and other rodents; therefore, adequate rodent control must be part of the mite control program.

7-19 TICKS.—1. *Relation to Man.*—Ticks are annoying pests and, in addition, some species are the transmitters of the causative agents of human and animal diseases. (Rocky Mountain spotted fever, Sao Paulo fever, relapsing fever and tularemia). Additionally, in some portions of the world, there occurs in man and in certain domestic animals a condition known as tick paralysis.

2. *Characteristics.*—Ticks are similar to mites in appearance although generally much larger. They are sac-like; the larva is six legged, the nymph and adult, eight legged. The two principal types are hard ticks and soft ticks based on the condition of their backs. The hard ticks have either two or three hosts during their development. The larvae and nymphs take only one blood meal each, and the adult female takes only a single enormous blood meal before dropping off the host to digest the blood and lay a single batch of eggs. The brown dog tick and the Rocky Mountain wood tick are examples in the hard tick group. The soft ticks have much the same habits as bedbugs, hiding in cracks or crevices in houses or in the nests of their hosts, coming out at night to feed on blood. All stages feed several

times. The fowl tick and the relapsing fever tick are examples of the soft tick group.

3. *Control.—a. Protective Measures.*—(1) Avoid infested areas whenever possible.

(2) Wear protective clothing. (High-top shoes, boots, leggings, or socks pulled up over the trousers).

(3) At the end of the day (twice a day if possible) inspect the body for attached ticks and remove them.

(4) *Repellents.*—The application of standard issue insect repellent is effective against the immature stages and gives some protection against adults. Repellent should be applied by drawing the mouth of the inverted bottle along the inside and outside of clothing openings. Two ounces per man per treatment of the proper repellent has proved effective for 3 to 5 days. Impregnation of clothing with clothing-application type repellent is the method of choice for troops operating in tick-infested areas (see 7–18).

(5) Ticks found with their mouthparts embedded in the skin should be removed at once by a steady pull with forceps or fingers using a slight twist. Care should be taken not to crush the tick or break off the mouthparts in the skin. The wound should be treated with a suitable antiseptic.

b. Control Measures.—(1) Clearance of vegetation from infested areas is recommended for bivouac and training grounds.

(2) *Use of insecticides.*—(a) In situations where troops live or maneuver for periods of time, area control through the spraying or dusting of DDT at the rate of 3 pounds per acre, chlordane at 2 pounds, or BHC at 0.5 pound gamma per acre have all been shown to give effective tick control in the United States. Some experimentation with various dosages and materials may at times be required to give best results. The sprays should be made by mixing either an emulsifiable concentrate or a wettable powder with water. Oil solutions should not be used since they burn foliage. It requires 15 to 25 gallons of spray per acre to treat open grassy areas and 50 or more gallons per acre for thorough coverage of wooded or brushy areas. Vegetation should be sprayed to a height of 2 feet. Application rates for dusts will vary from 25 to 50 pounds per acre, depending upon the terrain.

(b) *Indoors.* A residual spray of 0.5 percent lindane solution or emulsion is effective against some ticks. Apply the spray thoroughly to all possible harborages, including baseboards, around door and window moldings, under furniture, behind pictures, and in cracks. Residual treatments with lindane are to be made to infested areas only, and shall not cover more than 20.0 percent of the total wall and floor area. Residual sprays of 5.0 percent DDT solution or 2.0 percent chlordane solution applied as spot treatments in the same manner are sometimes effective.

7–20 FLEAS.—1. *Relation to Man.*—Fleas are among the most important insects that affect the health of man. They transmit bubonic plague (once called the black death), murine typhus, and certain parasitic worms. One kind, the chigoe flea, burrows into the skin of the feet of man and animals. Fleas also can be severely annoying pests of man and animals.

2. *Characteristics.*—Fleas are blood sucking parasites of mammals and birds. They are brown, hard bodied insects without wings but with legs powerfully developed for jumping. They do not stay on man or animals constantly but come to feed frequently, at least once a day. The eggs are dropped at random on the floor, ground, bed of the animal, etc. The eggs hatch into tiny maggot-like larvae that feed on organic matter and when grown spin cocoons and change into adult fleas.

3. *Control.—a. Protective Measures.*—(1) Avoid infested areas whenever possible.

(2) Wear protective clothing as for mites and ticks.

(3) Repellents are effective for short periods.

b. Treatment of Breeding Areas.—(1) In infested buildings apply a residual spray of 5.0 percent DDT solution or emulsion, 1 gallon per 1,000 square feet. Treat floors, and wall surfaces to a height of about 2 feet. Double the dosages for earthen floors and beneath buildings. Use 3.0 percent malathion solution or emulsion if fleas are resistant to DDT.

(2) For infested areas outdoors use 5.0 percent water emulsion of DDT at the rate of 2 gallons per 1,000 square feet.

(3) Control rodents especially where there are diseases carried by fleas. Also dust rat burrows with 10 percent DDT powder before trapping or poisoning rats.

c. Dogs can be treated with 5.0 percent DDT powder. Cats and young dogs can be treated with 4.0 percent malathion dust. Stray cats and dogs should not be permitted in or about quarters.

7–21 RODENT CONTROL.—1. *General.*—The rodent is an ever present menace to operations in the field. Such rodents as rats, mice, and ground squirrels are reservoirs for plague, endemic typhus, tularemia, and many other debilitating diseases. When operations become more stable and permanent and semipermanent camps are established, the additional hazard of destruction of material must be considered. The distribution of rodents may be considered universal; hence, the problem of their control is faced during an operation in any geographical location.

2. *Control.*—An effective rodent-control program requires a knowledge of the species involved and their habits. This being established specific control measures may be taken. Such measures consist of:

a. Elimination of food and shelter.—The proper handling of food and prompt disposal of trash and garbage is essential. The bivouac and storage areas should be surveyed and all burrows and other harborage destroyed. Food supplies should be stock-piled on elevated platforms.

b. Ratproofing.—All food stores should be packaged in ratproofed containers. When buildings are utilized, all doors should be self-closing and tight-fitting. All other openings in excess of ½ inch should be closed with a material resistant to gnawing rodents or screened with ½-inch mesh hardware cloth.

c. Trapping.—For the control of rodents within the camp and storage areas, trapping is the method of choice. Trapping efforts should be concentrated in areas such as commissary stores, galleys, messing facilities, and garbage collection.

d. Poison baits.—Poison baits are the most effective means of destroying rodents. However, they are extremely dangerous to use around personnel and domestic animals and will not be considered as standing operating procedure except where trained and experienced personnel are available. Anticoagulant compounds are the rodenticides of choice under most conditions. Rodent control officers will be made available upon request in case of a national disaster such as fires, floods, earthquakes, etc. At other times, the nearest command employing such an officer or the district concerned should be contacted.

e. Fumigation should not be considered except under the most unusual circumstances.

2. *Precautions.*—*a.* Personnel engaged in rodent control work must protect themselves from unnecessary exposure to disease from ectoparasites while handling rodents. The wearing of gloves should be considered mandatory and the wearing of DDT impregnated clothing is highly desirable.

b. Before a rodent control program is undertaken, particularly if such program is contemplated in areas where buildings and structures are being utilized, the first step is to thoroughly apply 5-percent DDT residual-effect spray or 10 percent DDT dust in and around rodent harborages and burrows and along runways. This procedure will kill many wandering ectoparasites as well as those which will migrate from rodents killed in the ensuing program, thus breaking the chain of communication of disease from rodents through ectoparasites to man.

SECTION III

PERSONAL HYGIENE

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7–22 INTRODUCTION.—Hygiene is the science of the preservation of health. Personal hygiene deals with the efforts each individual must put forth to keep in good physical, mental, and moral condition and with the precautions he must take to protect himself from disease. The body may be compared to a machine, a car, or a rifle for example, which must be kept clean, in excellent condition, adjusted, and used in such a way that its service will be long, honorable, and faithful, without danger to self or neighbor.

7–23 IMPORTANCE OF EARLY MEDICAL TREATMENT.—Just as a machine sometimes breaks down in spite of the best of care, so too does illness overtake man. If at any time a man does not feel perfectly well or believes that he may have contracted a disease, he should report at once to the sick bay. Many illnesses can be shortened or arrested and complications avoided by early and correct treatment. Self-treatment should never be attempted since by so doing the individual may not only harm himself, by postponing the right treatment, but may even become a source of danger to his comrades. "A person who treats himself has a fool for a patient!"

7–24 CAUSES OF DISEASE.—Most diseases are caused by tiny plants and animals so small that they can usually be seen only with a microscope. These disease-producing agents are commonly called germs. The usual ways in which germs gain entrance to the body are as follows:

(1) In food or drinking water or other liquids.

(2) In droplets of moisture or on particles of dust floating in the air breathed.

(3) Through the skin; the germs having been injected into the body by the bites of mosquitoes, flies, lice, ticks, or fleas, or introduced through cuts, scratches, or abrasions.

(4) By bodily contact with diseased persons, or with articles which they have contaminated.

7–25 RULES FOR AVOIDING DISEASE.—*a. General.*—One of the primary duties of every man is to keep himself physically fit for duty. Much sickness results from persons ignorant or careless of simple rules of hygiene. The development of good habits of personal hygiene is essential for the good health of the individual and for the protection of his comrades.

b. Food.—Do not eat to excess. Food should be well chewed; not eaten in haste. It should be of wholesome quality and of good variety, including fruits and vegetables. In many foreign lands sanitation is poor and food prepared by the natives is likely to carry disease-producing germs. To be safe in this situation eat only food prepared in your own messes or in establishments approved by the medical officer. As a rule hot, well cooked, freshly prepared food can be considered safe. In hot weather cream-filled pastries and puddings should be avoided since these foods are frequently contaminated. Do not eat a heavy meal, immediately before a long march, swimming, other strenuous exertions, or prolonged exposure to the sun in hot weather.

c. Drinking water.—Drink plenty of water at intervals during the day but do not drink a large amount at one time, especially when overheated by exertion. Do not drink water which has not been certified by a medical officer unless it has been boiled or purified in a water sterilizing bag (Lyster bag). Water from this bag should be taken from a faucet into a cup or canteen. Dipping into the bag or putting the lips to the faucet is prohibited. Extra salt added to food when sweating is profuse and prolonged aids in preventing heat exhaustion and cramps. The use of salt tablets is usually

not necessary if additional salt is added to food, except under severe working conditions.

d. Mess gear.—Be sure that the mess kit, knife, fork, and spoon are thoroughly washed in warm, soapy water and rinsed in boiling water before and after they are used. The cleaned mess gear should be protected between meals from contamination by flies, roaches, dust, or rodents. As an added precaution the gear should be immersed in boiling water immediately before using it again.

e. Never drink from a utensil used by others.—Do not exchange pipes, musical instruments played with the mouth, gas masks, handkerchiefs, towels, or shaving outfits.

f. Clothing.—Wear clean clothing of proper type and weight for the climate and nature of work. Clothing should not fit tightly. Change shirts and underwear at least twice weekly; wash them with soap and dry in the sun if possible. If water is not available, clothing should be crumpled up, shaken well, and exposed to the sun and air. Change wet clothing, particularly shoes and socks, as soon as opportunity permits. Avoid resting in drafts when perspiring or while clothing is damp. Do not sit or lie directly on damp ground.

g. Bathing.—Keep the body clean. Bathe the entire body at least three times each week. Where bathing facilities are not available, scrub the body frequently with a wet, soapy cloth, paying particular attention to washing and thoroughly drying the arm pits, crotch, and feet. Fungus infections at these sites can often be avoided by dusting with standard foot powder after the drying.

h. Exercise and rest.—Exercise and rest are equally essential. Physical exercise keeps the muscles in tone and increases endurance. Exertion to the point of mild fatigue is wholesome; carried to the point of exhaustion, it is harmful. Rest is essential for restoring muscular and nervous energy. Sleep should be regular, undisturbed, and of sufficient duration to result in a refreshed feeling and relief from fatigue. If sleep fails to relieve the feeling of physical and mental fatigue several nights in a row, the medical officer should be consulted.

i. Feet.—Proper care of the feet, and of shoes and socks, will prevent uncomfortable or even crippling conditions, such as infected blisters and severe fungus infections. The important points to be remembered are:

(1) Properly fitted shoes and socks.

(2) Clean socks and changes of shoes.

(3) Frequent (daily) washing of feet followed by thorough drying and dusting with foot powder, particularly about and between the toes.

(4) Toe nails trimmed straight across and kept clean. Never tear a nail.

(5) Use of wooden clogs in shower rooms while in barracks.

The care of the feet, being a primary factor in marching ability, is considered in Chapter 8, to which reference should be made.

j. Care of the teeth.—Brush the teeth at least twice each day, one of these brushing to occur before going to bed. In cleaning the teeth, brush the inside and outside surfaces away from the gums and toward the cutting surfaces. Promptly remove particles of food from between the teeth, preferably by use of dental floss. have the teeth inspected twice a year by the dental officer, or immediately for bleeding gum and pain.

k. Hands and fingernails.—Always wash the hands with soap and water immediately before meals and after using the toilet. Keep the fingernails clean and trimmed short and smooth. Never bite or tear the nails.

l. Hair.—Keep the hair clean, cut short, and trimmed. This makes for easier cleansing of the scalp, and less chance of infection in case of scalp or head wounds.

m. Bowel elimination.—Acquire the habit of having the bowels move regularly once each day or two, and at as nearly the same time as possible. The habitual use of laxatives is to be condemned. The occurrence of any marked change in bowel habits or bleeding from the rectum should be reported to the medical officer. Any food handler who develops "loose bowels" or "cramps" should immediately report to the medical officer.

n. Camp sanitation.—Do not soil the ground with stools or urine. Always use the latrine or night urine can. Never throw pieces of food, cartons, or other refuse around the camp site or shelter. Such debris draws flies, rats, and other vermin.

o. Preparation of beds.—Prepare the beds before dark. In temporary camps or bivouac, raise the beds if suitable material, such as grass, leaves, or boughs, can be obtained. Raincoats or ponchos can be used for ground sheets. Where mosquitoes are prevalent put up the net, see that it is free of holes and well tucked in. Kill any mosquitoes found inside before darkness falls. Bedding should be aired in the sunlight as often as practicable.

p. Medical attention.—Report without delay to the medical officer in case of diarrhea, persistent constipation, indigestion, or sudden onset of pain in the stomach with nausea or vomiting; under no circumstances treat yourself with a laxative or other medicine.

q. Contact with diseased persons.—Avoid all close contact with strangers and persons who appear ill unless duty requires it; if duty requires it, the medical officer will instruct you in the precautions to be taken for your protection. Practice and advise others to cover nose and mouth when sneezing or coughing. Avoid crowds when many people are having "colds" and sore throats. Spitting is unnecessary and spreads disease.

r. Avoid venereal diseases.—The venereal diseases are almost always contracted by sexual intercourse with an infected person. Only a laboratory examination can determine which person is infected and which is not. The venereal diseases can be severe and result in ill health and unhappiness for years. The only sure way to avoid venereal diseases is to abstain from sexual relation, in other words, by exercising continence. The use of alcohol to the point of intoxication is closely related to venereal disease in that while under its influence a person's better judgment is impaired and the will power to avoid dangerous exposure is destroyed. If continence is not adhered to, a condom should be used, and as soon as possible following exposure, the genital area should be washed thoroughly using soap and hot water. When possible, a complete shower should be taken. No chemical prophylaxis is authorized for use.

s. Mental hygiene.—The mental attitude has a close relationship to health. The rules, regulations, and recommendations set up by the medical and sanitation officers in regard to immunization, reporting for sick call, malaria prevention, use of water, disposal of wastes, etc., are for the protection of the health of members of the service and should be conscientiously followed by all. The individual in the Navy can improve his personality and strengthen his character by cultivating those habits and thoughts which enable him to make an adequate adjustment to service life. A few suggestions will suffice. The well-balanced man carefully complies with rules and regulations designed for the protection of himself and his mates. His emotions do not rule his behavior. The many annoying and irritating situations which are constantly arising, he pushes aside without worrying or brooding over them, for he has found that upon looking back, they were but trifles. He never gives up when faced with a difficult problem or assignment, for he is certain that with hard work and study, a solution will be found.

One of the attributes of a healthy mind is tolerance of the opinion of others. To keep the mind in the best of health, one must work and be active. Every person, however, no matter how much he may be absorbed in what he is doing, should have interests outside of his occupation. Recreation and hobbies serve as mental tonics.

Finally a sense of humor, combined with a cheerful and friendly disposition, dispels distressing thoughts, relieves tension, and keeps us from taking ourselves and life too seriously.

t. Alcohol.—The use of alcoholic beverages while off duty or ashore is a personal problem for service personnel. However, the abusive use of alcohol is greatly to be condemned for under alcohol the brain centers that control reasoning, judgment, self-control, etc., are no longer under restraint. The result is a failure of judgment, failure of moral restraints, a weakening of self-respect, and a false-confidence in physical and mental ability. In this condition an individual falls an easy prey to those wishing to take advantage of him and is not capable of conducting himself in such a manner as to command respect or of following the simple rules of personal hygiene so essential to his well-being.

7–26 VERMIN.—Vermin such as body lice, which live in the clothing rather than on the body, "crabs" (public lice) and head lice, are the

result of lack of personal cleanliness. They produce itching, discomfort, and disturbed rest in the persons whom they infest. The body louse can transmit serious diseases. Men having a persistent itching on the body or head or who see a louse on themselves or clothing should consult a medical officer at once. It is comparatively simple now to destroy them with DDT powder supplied by the Medical Department. A clean body and frequent change to clean clothes will in most cases avoid this infestation.

SECTION IV

FIRST AID

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A. WOUNDS, HEMORRHAGE, SHOCK, SPRAINS, DISLOCATIONS, AND FRACTURES.

7–27 GENERAL.—*a. Definition.*—First aid is the emergency treatment of the sick or injured before regular medical or surgical attention can be obtained. It also applies to the proper preparation of the injured person for transportation to a medical facility. It entails knowing when to, what to, and how to apply first-aid measures for the many and various conditions that may arise from time to time, and requires a great deal of knowledge and a continual studious effort in order to keep abreast with the changes in and the newer concepts of first-aid treatment.

b. Knowledge of first aid.—It is the duty of everyone to familiarize himself with the details of first aid, so that he may be able to give efficient help to the wounded, and in the case of his own injury, to direct or assist those who come to his help. Efficiency in first aid can be attained only by thorough instruction and drill. To save life, someone on the spot must be able to render assistance to the injured.

c. What to do.—(1) *If you do not know exactly what to do.*—Leave the injured man alone, send for medical assistance; however, protect him from exposure, further injuries, and the inexperienced efforts of others.

(2) *If you are familiar with first-aid procedure.*—Send for medical assistance; meanwhile administer first aid. Keep cool, act quickly, be gentle, and do not attempt too much.

d. Prevention of injury.—"An ounce of prevention is worth a pound of cure"; hence, be so well drilled in the performance of your duty and so familiar with the hazards involved that injury to yourself and others may be avoided. The average injury is due either to carelessness or ignorance; both are avoidable.

7–28 TREATMENT OF WOUNDS.—*a. General.*—A wound is any injury in which the skin is pierced or broken. Wounds are divided into incised, contused, lacerated, punctured, gunshot (including shell wounds), and stab wounds. These may vary from a very small punctured wound, to one caused by a bursting shell in which large amounts of soft tissue are destroyed, and severe hemorrhage is present. The immediate dangers to life from severe wounds are hemorrhage and shock. Another great danger from all open wounds is infection which delays healing and endangers life. First-aid treatment, therefore, is directed toward the treatment of hemorrhage and shock, if present,

and the prevention of infection. The care and promptness of general first-aid treatment and the application of the first-aid dressing are of the utmost importance in influencing the final outcome of the case. It is better to leave a wound undressed and attempt no first-aid treatment than to do it carelessly or ignorantly.

b. Application of first-aid treatment.—Application of first-aid treatment to the wounded includes such of the following steps as are indicated:

(1) Expose the wound for examination and treatment by unbuttoning, unlacing, ripping, or cutting the clothing, shoes, leggings, or boots, being careful to avoid touching the wound with the fingers, clothing, or other objects.

(2) Control bleeding.

(3) Prevent infection by the application of a sterile dressing, preferably that from a first-aid packet.

(4) Take every precaution to prevent shock but if it occurs, treat it.

7–29 HEMORRHAGE.—There are three varieties of hemorrhage (bleeding) as follows:

a. Arterial.—The blood spurts from the artery with each pulsation of the heart and is bright red in color. This variety is the most dangerous because of the great amount of blood which may escape in a short time.

b. Venous.—The blood flows from the vein in a steady stream and is dark red in color.

c. Capillary.—The blood oozes through the wound from very small blood vessels.

7–30 CONTROL OF HEMORRHAGE.—Hemorrhage is controlled by natural or artificial means as follows:

a. Natural means.—A blood clot forms in the wound, preventing the further escape of blood. Capillary hemorrhage usually stops this way.

b. Artificial means.—Venous and arterial, depending on the severity, usually require one or more artificial means as follows:

(1) *Elevation.*—The use of this simple means usually stops capillary hemorrhage of the limbs and may suffice for the control of slight venous and arterial hemorrhage of the arms, hands, legs, and feet.

(2) *Pressure of the fingers.*—For quick control of artificial hemorrhage, press upon the blood vessel between the wound and the heart. Examples of finger pressure for control of hemorrhage are as follows:

(a) *Scalp.*—Apply pressure with the tips of the fingers in front of the ear just above where the lower jaw can be felt working in its socket. A branch of the temporal artery crosses the temple on a line between the upper border of the ear and the upper border of the eyebrow. (See fig. 11.)

(b) *Neck and head.*—Press the thumb and fingers deeply into the neck in front of the strongly marked muscle which reaches from behind the ear to the upper part of the breast bone. (See fig. 11.)

(c) *Shoulder and armpit.*—Press the thumb deeply into the hollow behind the middle of the collar bone. This compresses the large subclavian artery. (See fig. 11.)

(d) *Arm or hand.*—Press outward against the bone just behind the inner border of the large muscle (biceps) of the arm. This compresses the brachial artery. (See fig. 11.)

(e) *Thigh, leg, or foot.*—Press strongly with the thumbs at the upper part of the inside of the thigh where the large artery passes over the bone. This compresses the femoral artery. (See fig. 11.)

(3) *Pressure bandage.*—The vast majority of hemorrhages are controllable by the proper application of the sterile dressing in the first-aid packet. The compress should be carefully applied being careful not to touch the wound or the inside of the packet with the fingers and it should be fairly tightly bound in place using the long ends of the dressing to tie it firmly. In the case of large wounds, a sterile dressing may be first packed into the wound and a second first-aid dressing used to secure it into position.

(4) *Tourniquet.*—If the hemorrhage is not controlled by the use of the pressure bandage, it will be necessary to apply a tourniquet. In the absence of the Navy standard elastic rubber tourniquet, a bandage, belt, handkerchief, cravat, or similar article may be used. In the extremities, the tourniquet is always applied above the elbow or knee (as the case may be). After tying the band loosely about the limb, a stick or similar object is placed under the band and twisted until the desired

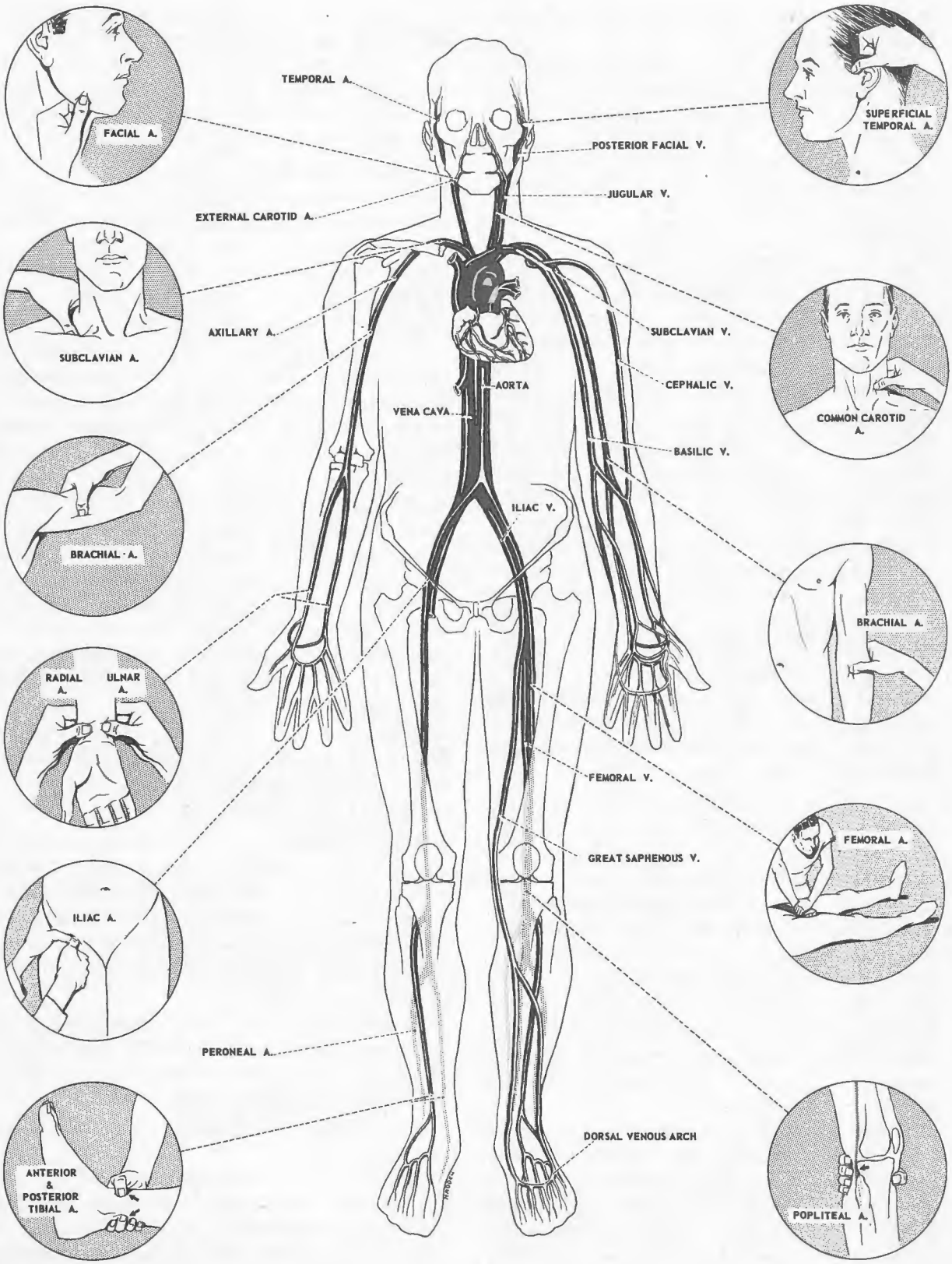

FIGURE 11.—Course of arteries and pressure points.

degree of tightness is obtained and the hemorrhage is controlled.

(a) In the use of the tourniquet, the following precautions should be observed:

(1) Never conceal the tourniquet with a bandage.

(2) Attach a tag to the man if possible. Mark on this tag the hour and date when it was applied.

(3) Extreme care must be taken not to disturb a clot while checking bleeding.

(b) A properly applied tourniquet can be a life-saving first-aid measure. Improperly applied and used it may increase bleeding and hasten death. It has been determined that the practice of releasing the tourniquet periodically is unwise as well as unnecessary. It must be assumed that in a person requiring a tourniquet a considerable quantity of blood has already been lost and the additional loss of blood with each release of the tourniquet increases the risk of fatal shock. Experience has shown that properly applied a tourniquet may be allowed to remain undisturbed even for 3 or 4 hours with relatively little risk of development of gangrene; consequently, once a tourniquet has been applied it should not be released except in extreme emergency by anyone except a medical officer who is prepared to control the hemorrhage by other means and to replace blood volume adequately.

7-31 WOUND DRESSING.—*a. Cleansing the wound.*—Cleansing the wound except for the removal of gross objects which can be lifted out without touching the wound itself is inadvisable as is also the indiscriminate application of antiseptics such as iodine, merthiolate, etc. Prevention of infection is of utmost importance and this is best accomplished by simply covering the wound with the sterile dressing. Proper cleansing will be accomplished under carefully controlled conditions after the patient has been removed to an area where surgical care is possible.

b. Application of the first-aid dressing.—Carefully remove the wrapper and without unfolding the compress or bandage, hold it by grasping the outside folds between the thumb and fingers. When ready to dress the wound, open the compress by pulling on the two rolls, being careful not to touch the inside of the compress with the fingers or anything else. Still holding one roll of the bandage around the limb, part and tie the ends together or fasten with safety pins. The bandage may also be used as a sling if the arm is wounded; or it may be used to bind both legs together if one is injured.

7-32 SHOCK.—*a. General.*—Shock is a sudden, profound depression of the circulation and nervous system which is aggravated and/or prolonged by pain or hemorrhage. The patient is pale, weak, and faint. The skin is cold and clammy, the pulse weak and rapid. The respiration is usually sighing.

b. Treatment.—The treatment of shock is threefold: (1) The control of hemorrhage, (2) The alleviation of pain (morphine, reduction of fractures, etc.), and (3) The administration of whole blood or blood substitutes (blood plasma, blood albumin, saline, and glucose, etc.). All three of these are of utmost importance although they may be augmented by lesser procedures such as keeping the patient warm and in a comfortable position, loosening of clothing, avoidance of unnecessary moving, etc. The administration of stimulants is ordinarily considered as second aid rather than first aid and is usually left to the judgment of the medical officer after the patient has been removed to an area after treatment other than first aid is possible. OBTAIN THE SERVICES OF A MEDICAL OFFICER AS QUICKLY AS POSSIBLE.

7-33 SPRAINS.—*a. General.*—A sprain is the straining or tearing, by a sudden twist or wrench, of the ligaments and the capsule which surround a joint, resulting in the rupture of blood vessels with the escape of blood and serum (liquid part of the blood) both around and into the joint.

b. Symptoms.—Pain, heat, and swelling at the seat of the injury, followed by discoloration of the skin. The ankle, wrist, knee, and elbow are most commonly sprained.

c. Treatment. (1) Provide absolute rest of the part.

(2) *If treatment is begun immediately.*—Pack the joint in crushed ice if available or apply cold compresses until it is well chilled, then apply a pressure bandage. Repeat at intervals for 24 to 48 hours.

(3) *If treatment is begun after swelling has developed.*—Elevate the joint if possible and apply cold for a period of 24 to 48 hours.

(4) If necessary, a splint should be utilized to prevent the patient from using the joint. A sprained joint should be rested for a few days at least, often longer, depending upon the joint involved and the severity of the injury.

7–34 DISLOCATIONS.—*a.* A dislocation is an injury to a joint, characterized by displacement of the head of the bone (a slipping out of its socket).

b. Symptoms.—First there is deformity; the joint has an unusual appearance. This is best seen by comparing the injured side with the well side. There is limited movement, pain, some shock, and usually swelling.

c. Treatment.—Send for a medical officer at once. The risk of doing injury by injudicious efforts to replace a dislocation of a bone is greater than that of delaying until the services of a medical officer can be obtained. Place the injured member in the position most comfortable for the person and cover the part with cold wet cloths while awaiting the medical officer. Loosen the clothing about the injured part and support it as comfortably as possible, or if the patient must be moved, support the limb in a sling or by splints and bandages. SHOCK IS OFTEN PRESENT WITH MAJOR DISLOCATIONS AND SHOULD BE TREATED.

7–35 FRACTURES.—*a. General.*—A fracture is a break in a bone. A *simple fracture* is one in which there is no wound extending from the broken bone through the skin. A *compound fracture* is one in which the wound extends from the broken bone through the skin and therefore is exposed to the dangers of infection from the outside. A *complicated fracture* is one where there is damage to adjoining large vessels, nerves, or muscles, which are contributing factors in causing shock. There are no injuries where the ultimate outcome is more influenced by the character of first-aid treatment than in fractures. Improper handling or immediate transportation may produce or aggravate shock and therefore deprive the patient of a chance of recovery. All fractures or suspected fracture cases should be handled gently. It is equally as important to know what not to do as to know what to do. In certain cases immediate movement or transportation is very detrimental and first-aid treatment should be administered and medical assistance brought to the patient rather than an attempt made to transport him to the medical officer. This is especially true of fractures of the head, chest, thigh, pelvis, or back, and where there is evidence of shock. In any event, depending on the severity and nature of the case, one or more of the general first-aid measures are usually indicated.

b. Symptoms.—These are pain, swelling, and deformity at the seat of injury. Unnatural mobility, loss of power, usually shortening of the limb, and "crepitus," which is a sensation of grating to be felt when the broken ends of the bones move against each other.

c. Treatment.—(1) *General.*—(a) *Simple fracture.*—Straighten the limb, if necessary, by gently but firmly pulling upon the end of the extremity. If the nature and the severity of the fracture and the condition of the patient are such as to permit his walking or being immediately transported to medical assistance, fix or retain the limb in position by issue splints or other available material.

(b) *Compound Fracture.*—The wounds or hemorrhage should be treated before the application of the splints. (See pars. 7–26, 7–27, 7–28, and 7–29.)

(c) *Splints.*—Many common materials will do for immediate and temporary use as splints, such as shingles, sticks, pieces of boards, bayonet scabbards, chicken wire, a rain spout cut and fitted to the limb, or bunches of twigs. It is important that the splints be well padded on the side to be applied next to the skin and that they be secured by bandaging or by tying above and below the point of fracture, but not over it. (See fig. 16.) Pillows are excellent pads. The opposite leg can be used as a splint for the injured one. (See fig. 12.)

FIGURE 12.—Improvised splint of sticks and blanket.

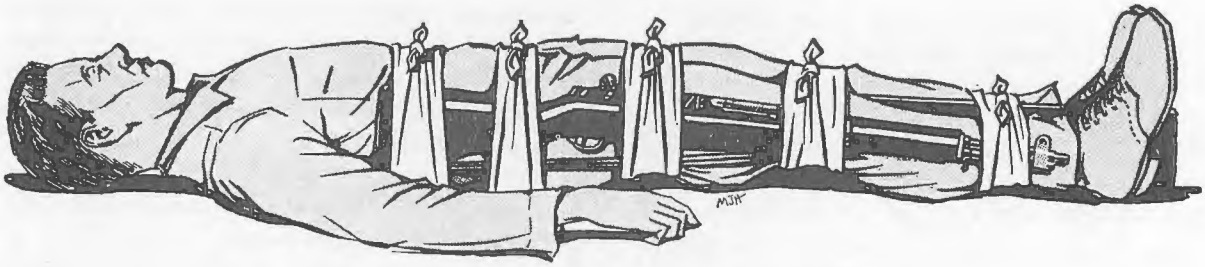

FIGURE 13.—Immobilization for Transportation of Fractured Femmur.

(2) *Application of splints.*—(a) *Fracture of forearm.*—With the forearm flexed to a right angle, thumb up, apply a splint to the inner surface, extending to the tips of the fingers, and another to the outer surface, extending to the wrist.

(b) *Fracture of the upper arm.*—Apply two splints, one in front, and the other behind, if the lower part of the bone is broken; apply to the inner and outer sides if the fracture is in the middle or upper part; support the forearm by a sling.

(c) *Fracture of the collarbone.*—Flex the forearm to a right angle in front of the body and use a sling.

(d) *Fracture of the leg or ankle.*—Apply two splints, one on the outside, the other on the inside of the limb, extending from just below the knee to beyond the foot.

(e) *Fracture of the thigh.*—Administer first-aid treatment to the injured person where he lies. Splinting should not be attempted by the inexperienced unless unusual circumstances make it necessary to move the patient at once. Proper traction applied to the limb below the fracture is absolutely essential to provide effective first-aid treatment which will permit transportation without danger of producing further injury and shock. To do this requires a special splint applied by one experienced in its application. If the patient must be moved, carry gently as short a distance as possible, paying special attention to the support of the injured limb in the extended position.

(3) *Special fractures.*—(a) *Fracture of the skull.*—These injuries are very serious and should be treated by a medical officer as early as possible. Wound infection should be prevented by applying a first-aid dressing if necessary. MOVE ONLY IN A HORIZONTAL POSITION. DO NOT GIVE MORPHINE.

(b) *Fracture of the jaw.*—Tie a triangular bandage, or handkerchief, under the chin and over the top of the head.

(c) *Fracture of the ribs.*—Apply wide band of adhesive plaster or several narrow bands two-thirds around the chest while the arms are held over the head and the chest emptied of air; or snugly apply wide bandages.

(4) *Slings.*—Fractures of the upper extremities should be supported by a sling after splinting. Arm slings may be made of bandages, if available, or may be improvised from the ordinary clothing by using safety pins to fasten the coat sleeve to the front of the coat to support the arm. The coat flap may be used for the same purpose by pinning or by punching a hole through the lower edge of the flap and buttoning this to a coat button.

B. TRANSPORTATION OF SICK AND WOUNDED.

7–36 GENERAL.—After the patient has been given first-aid treatment as prescribed in the preceding, it is imperative that certain precautions be observed in his removal or transportation, which can best be accomplished by use of the service litter or an improvised litter. If conditions or lack of personnel do not warrant the use of a litter, he may be transported without litter (carried).

7–37 SERVICE LITTER.—*a.* The transportation of patients for moderate distances is best done with the service litter.

b. Placing a patient on a litter.—The method of placing a wounded man on a litter is shown in figure 14. An overcoat, blanket, pack, or other suitable article may be used as a pillow. If the patient is faint, the head should be kept low. Difficulty in breathing due to wounds of the chest is sometimes relieved by judicious elevation of the shoulders. In wounds of the abdomen the best position is on the injured side,

or on the back if the front of the abdomen is wounded, the legs being drawn up and supported. In injuries of an upper extremity the best position is on the back with the arm across the body or suitable placed by the side. In injuries of a lower extremity the patient should be on the back or inclined toward the wounded side. Patients should be handled carefully and as gently as possible to avoid jarring the injured part.

c. Litter bearers.—Bearers should not keep step. The handles of the litter should be carried at arm's length, and care should be taken to keep the litter level, especially over uneven ground.

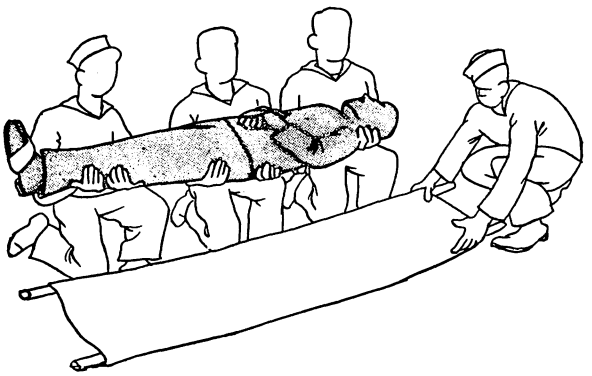

FIGURE 14.—Placing a patient on a litter.

d. Direction of carry.—The patient should normally be carried feet first except in going up a steep incline; however, in case of fracture of the lower extremities, the feet should be first going up and the head first coming down to prevent the weight of the body from pressing on the injured part.

7–38 IMPROVISED LITTERS.—*a.* When the service litter is not available, an improvised litter may be fabricated. Many things can be used for this purpose, some of which are as follows:

(1) The usual improvisation is with blankets or shelter tents, and poles about 7 feet long. The blanket is spread on the ground. One pole is laid across the center of the blanket which is then folded over it. The second pole is placed across the center of the new fold and the blanket is folded over the second pole as over the first.

(2) Sacks, bags, or mattress covers, also may be used by ripping the bottom or snipping off the corners, passing two poles through them and tying crosspieces to the poles to keep them apart.

(3) A shelter half, a blanket, piece of matting or carpet may be fastened to poles by tacks or line.

(4) A litter may be prepared by turning two or three blouses inside out and buttoning them up, sleeves inside, then passing poles through the sleeves; the backs of the blouses form the bed; jumpers may be similarly employed.

(5) Camp cots, window shutters, doors, benches, and ladders, properly padded.

(6) Rope, wire, or rawhide may be woven between poles and this network covered with a blanket.

(7) Hay, straw, or leafy twigs, over a framework of poles and cross sticks.

b. An improvised litter should always be tested before placing a patient on it.

7–39 WITHOUT LITTER. *a. The rifle seat.*—A good seat may be made by running the barrel of a rifle through each sleeve of an overcoat, turned inside out and buttoned up, sleeves inside, so that the coat lies back up, collar to the rear. The front bearer rolls the tail tightly around the barrels and takes his grasp over them; the rear bearer holds by the butts, trigger guards up.

b. Rifle-blanket seat.—A blanket being folded once from side to side, a rifle is laid transversely upon it across its center so that the butt and muzzle project beyond the edges; one end of the blanket is folded upon the other end and the second rifle laid upon the new center in the same manner as before. The free end of the blanket is folded upon the end containing the first rifle so as to project a couple of inches beyond the first rifle. The litter is raised from the ground with trigger guards up.

c. One bearer.—A single bearer may support a slightly injured man as shown in figure 15; lift and carry a patient in his arms as shown in figure 16; carry him pick-a-back as shown in figure 17; or across his shoulders. If the patient is helpless the last method is best. This is effected as follows:

(1) The bearer, turning patient on his face, steps astride his body, facing toward the pa-

tient's head and with hands under his armpits, lifts him to his knees; then clasping hands over abdomen, lifts him to his feet; next he seizes the right wrist of the patient with his left hand and draws the arm over the head and down upon his left shoulder as shown in figure 18; he now shifts himself in front, stoops, passes his right arm between the legs and grasps the patient's right wrist; with his left hand he grasps the patient's right hand and steadies it against his side as shown in figure 19; then he rises as shown in figure 20.

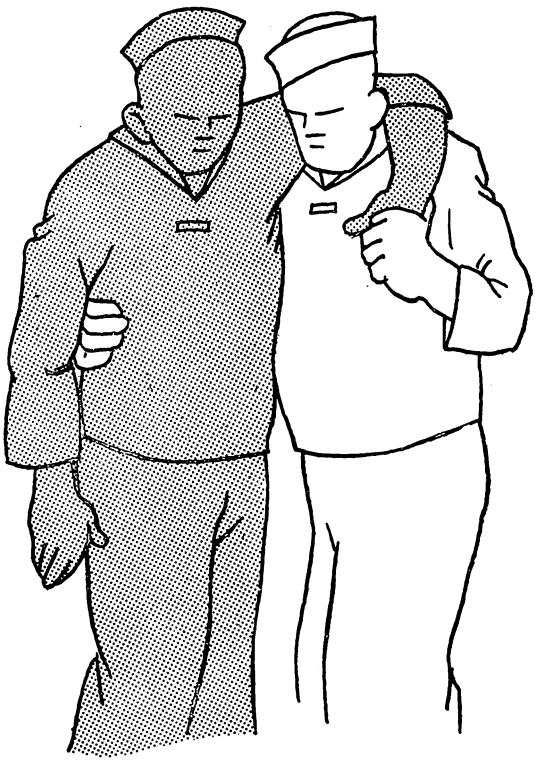

FIGURE 15.—Supporting a slightly injured man; also completion of first step, in arms carry.

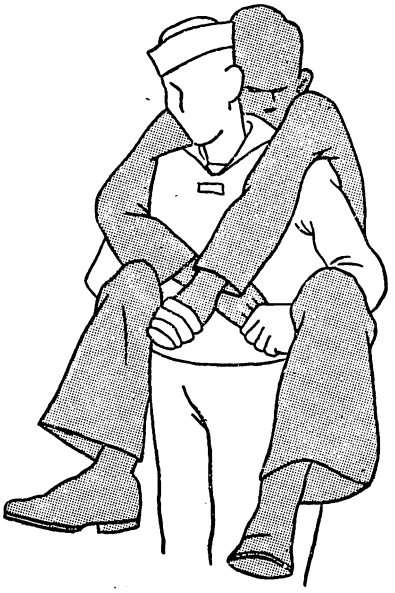

FIGURE 17.—Pick-a-back carry.

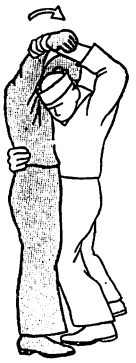

FIGURE 18.—Completion of first step, across-back carry.

FIGURE 19.—Completion of second step, across-back carry.

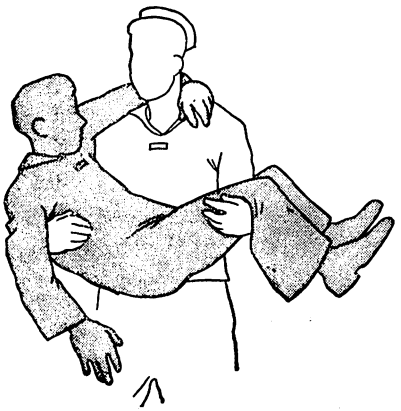

FIGURE 16.—Final position, in arms carry.

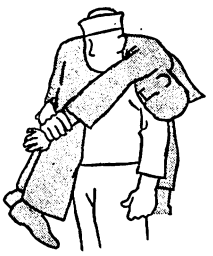

FIGURE 20.—Final position, across-back carry.

(2) In lowering the patient the motions are reversed. Should the patient be wounded in such a manner as to require these motions to be conducted from the right side instead of the left, the change is simply one of the hands, the motions proceed as directed substituting right for left and vice versa.

d. One bearer, tied hands crawl or carry.—Enemy observation and resultant fire may render all of the above methods of carry impracticable, in which case the following methods should be used:

(1) Lay the man on his back and place yourself upon your back by his left side, your head in the same direction as his. Grasp his right arm above the elbow from its under side with your right hand. With your left hand grasp his same arm below the elbow, from the top side. (See fig. 21.) Then, keeping the right

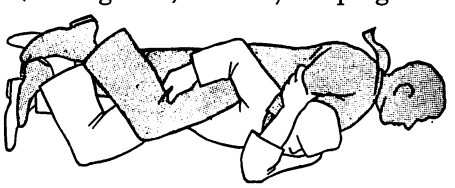

FIGURE 21.—Completion of first-step, tied-hands crawl.

side of your body slightly upon the man's body and entwining your legs around his own, roll over to the left onto your stomach, pulling the man with you. The man is now lying face down on your back, with his left arm free and his right arm over your right shoulder. (See fig. 22.) After assuming this creeping and

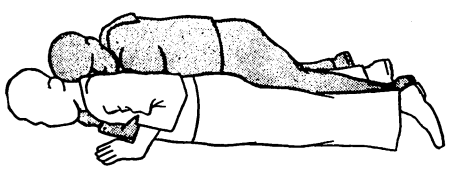

FIGURE 22.—Completion of second step, tied-hands crawl.

crawling position, draw the man's left arm under your left armpit. Secure both wrists of the man with any available material (cloth, bandage, neckerchief, etc.). You may then crawl with the man in this position (see fig. 23), or, when necessary, rise erect and climb ladders, or, if it is desired to carry him pick-a-back, reach behind and support his legs.

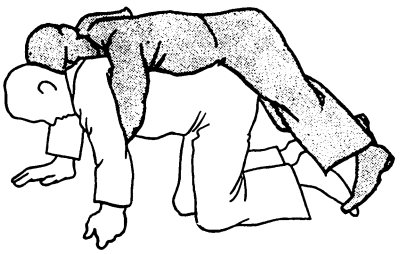

FIGURE 23.—Final position, tied-hands crawl.

(2) This method may be varied by tying the man's wrists together first and then lying down on top of him and inserting your head and shoulders through the loop formed by the man's tied wrists. Should the man's right arm be injured, place yourself on your back by his right side and grasp his left arm instead of his right, substituting your right arm and hand where the left is indicated in the text, and vice versa.

FIGURE 24.—Two-bearer carry.

3. *Two bearers* (see fig. 24).—The bearers take position, one man between the patient's legs and one at his hand, both facing toward his feet. The rear bearer, having raised the patient to a sitting posture, clasps him from behind around the body under the arms, the front bearer passes his hands from the outside under the flexed knees; both rise together. This method requires no effort on the part of the patient but is not applicable to severe injuries of the extremities, in which case a service or improvised litter should be used.

C. TREATMENT IN COMMON EMERGENCIES

7-40 REMOVAL OF FOREIGN BODIES.—*a. From the eye.*—(1) Close the eye and allow the tears to accumulate. Do not rub the eye. After a few minutes open it again and the foreign body may be washed out by the tears. If the foreign body is under the lower lid, pull the lid down and have the patient roll the eye up and the foreign body may be easily brushed out by the corner of a clean handkerchief or a small swab made by wrapping a little cotton around the end of a match.

(2) If, as usual, the foreign body lies under the upper lid, grasp the eyelashes of the upper lid with the index finger and thumb of the left hand; place a match held in the right hand over the middle of the upper lid; then turn the lid over the match and the foreign body may be seen and removed.

(3) Where pieces of steel or emery may have become embedded in the eyeball itself, they should be removed only by a surgeon.

(4) When acid is splashed into the eye, an alkaline preparation made from soda, magnesia, chalk, or lime should be used.

(5) When strong alkalies get into the eye, weak acid solutions such as diluted vinegar or lemon juice are employed.

b. From the throat.—(1) *Symptoms.*—As a result of sudden interference with the breathing, the person clutches at his throat and gasps for air. There may be violent coughing or attempts to vomit; the face becomes blue.

(2) *Treatment.*—If another person is at hand, have him go or telephone for the nearest medical officer, notifying him of the nature of the accident. In the meantime, attempt to dislodge the foreign body by placing the patient over a chair or bench with the head low and striking a sharp below between the shoulders. If this is not successful, hold the patient by his feet with the head down and have someone slap his back between the shoulder blades.

(3) *When swallowed.*—When dangerous sharp objects have been swallowed, do not give an emetic or cathartic, for such treatment would only make matters worse. Make the patient eat freely of bread, potatoes, or bananas, in order that the foreign body may be surrounded by a mass of soft material and in that way be carried safely through the bowels.

c. From the ear.—Foreign bodies in the ear, including insects, are best removed by gentle syringing with warm water (if a syringe is available) or by pouring warm water into the ear. Toothpicks, matches, etc., should not be used as serious injury to the ear may result. If the foreign body is not easily removed summon a doctor. Water should not be used to remove objects which might swell in the ear.

7-41 POISONOUS BITES AND STINGS.—*a. Snake bites.*—(1) *General.*—Poisonous snakes are classified into viperine and colubrine snakes. To the viperine family belong the rattlesnake, the copperhead, the water moccasin, and the viper; to the colubrine family belong the cobra and the coral snake.

(2) *Identification.*—In poisonous snakes the teeth are arranged in two rows, with a fang on each side; the fangs are outside the teeth and near the point of the jaw. Nonpoisonous snakes have four rows of teeth without fangs. The imprint of the wound often will tell whether a person has been bitten by a poisonous or a nonpoisonous snake. The venom of different poisonous snakes differs in its action. The poisonous constituents are neurotoxin, a nerve poison, and hemorrhagin, which injures the lining of the blood vessels so that there is an escape of blood into the surrounding tissues; a third constituent is hemolysin, which destroys red blood cells.

(3) The venom of colubrine snakes is made up principally of neurotoxin and that of viperine snakes is made of hemorrhagin. In colubrine poisoning, the local symptoms are not marked, though there are at times severe pain and some tenderness, swelling, and discoloration at the site of the bite. In 1½ to 2½ hours the patient begins to feel tired and drowsy, there often begins some nausea and vomiting, and paralysis sets in, generally affecting the extremities first and then becoming more generalized. This paralysis finally affects respiration, so that the patient's breathing becomes slow and shallow and finally ceases. Convulsions also may be present. In viperine poisoning there is pain at the seat of the bite, which soon becomes excruciating, with rapid swelling and discoloration; there is at the same time a feeling

of nausea, faintness, and a sense of depression; the pulse becomes rapid and feeble and the breathing is labored. In fatal cases, death may occur in 24 to 48 hours. The severity of the symptoms and final outcome depend upon the amount of venom injected and absorbed into the general circulation, which, in a large measure, depends on the size of the snake.

b. Treatment.—(1) *General.*—Prompt action is imperative because removal of the venom is more difficult, or even impossible, after it is absorbed. Make the patient lie down and keep quiet. Muscular effort only spreads the poison. Tie a constricting band firmly around the limb just above the bite in order to restrict the spread of the poison and make the veins stand out on the surface. This band may be a handkerchief, necktie, shoestring, or bandage. It should be tight enough to prevent the return flow of blood and lymph in the surface vessels, but not tight enough to affect the deeper arteries and veins. A twist is not necessary because this is not a tourniquet. Too much deep pressure is dangerous; it tends to increase the sloughing caused by the venom. If swelling causes too much constriction, the band must be loosened a little; and as the swelling progresses beyond the band, it should be moved up the limb whenever necessary.

(a) Apply the constricting band.

(b) Sterilize a sharp knife or razor blade with a match flame, iodine, or alcohol.

(c) Make a cross-cut incision through each fang mark. These cuts should be about one-fourth inch long; when the marks are close together, two cross cuts will serve to connect them. Be careful to avoid large veins and arteries near the surface and other delicate structures, such as nerves and tendons. The cuts must be made down through the skin so that the poison can be sucked out. Since the skin is variable in thickness, the cut may have to be one-fourth inch or more deep to get into the soft tissues beneath the surface where the poison has been injected. In the wrist and in other places where many important structures lie near the surface, be careful to cut only through the skin so that you avoid cutting tendons and blood vessels.

(d) Apply suction immediately and keep it up until the physician arrives. You can apply it with any of the various suction cups or syringes found in the snake-bite kits. Those which create and maintain suction by a spring plunger or rubber bulb are more effective than the hand-operated syringe because several of them can be used at close intervals when necessary. Suction by mouth is also possible but the lip and cheek muscles soon tire; therefore mechanical suction devices are better because suction may have to be continued for several hours. But mouth suction will be needed until a mechanical device can be obtained. If no such device is available, take a bottle or a small-mouthed jar and heat it in hot water or burn paper or cotton inside it; then apply the mouth of the bottle immediately over the cross-cut. Suction is created as the bottle cools.

(e) Without adequate treatment, about 15 percent of the people with snake bite die. Children, who are more likely to be bitten than adults, need medical attention as promptly as possible because the danger is increased by the relative size of the victim and the dose. As the poison spreads through the surrounding tissues, the swelling also increases. When the swelling has spread about 3 inches above the bite, an additional ring of cross-cut incisions about 2 inches from the bite and 2 inches from each other can be made toward the body. Other successive cuts should be made as the swelling progresses. The constricting band is moved up the limb to keep ahead of the swelling.

(f) Apply suction to each of these cuts for 15 minutes in every hour (as long as available suction cups will permit), and keep the cuts covered with wet, hot compresses of strong Epsom salt solution or table salt solution between the periods of suction. As these cuts are made in the swollen area, a rather clear fluid, slightly blood-tinged, will be obtained on suction. Not much blood is intended to be withdrawn. If a blood vessel is cut, control the bleeding by applying pressure with a small compress held by the fingers; do not apply suction to that incision. As many as 30 or 40 cuts may be necessary in a severe case. Keep the limb slightly lower than the rest of the body for best results.

(g) There are antivenom serums available for the treatment of poisoning by snake bite,

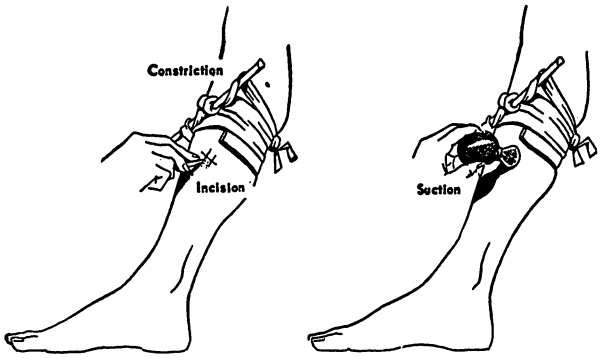

FIGURE 25.—Proper method of treatment for snake bit.

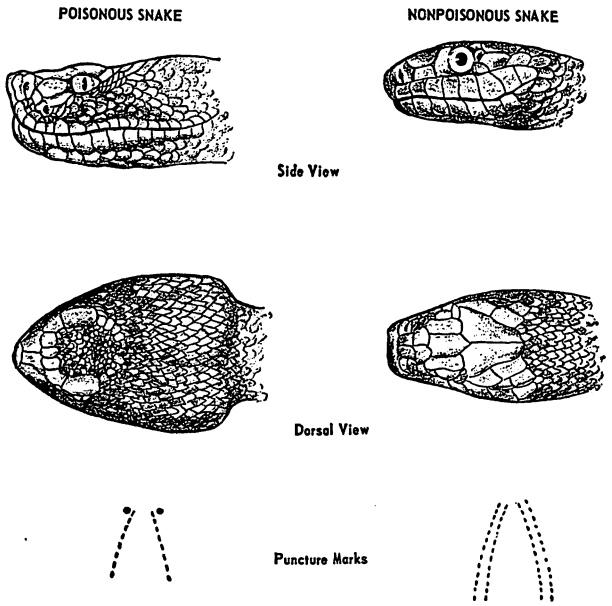

FIGURE 26.—Comparison of poisonous and nonpoisonous snakes.

one which neutralizes neurotoxin and another which neutralizes hemorrhagin. They are injected hypodermically or intravenously and are very effective if properly used; that is, serum to combat the venom of a colubrine snake must be used against that type of snake bite; and the specific serum for the viperine snake venom must be used to combat the toxin of that type of snake in order to get results. Obtain the services of a medical officer as soon as possible.

b. Insect bites and stings.—Bites from scorpions and spiders and stings from bees, wasps, and similar insects are treated by applying locally a solution of ammonia or soda.

c. Animal bites.—First-aid treatment for ordinary wounds may be administered, but medical advice should be sought as soon as possible as the bite might have been from an animal with or suspected of having rabies, in which case the wound should receive special treatment.

7–42 POISONING.—*a.* The following circumstances may indicate that poison has been taken:

(1) Sudden sickness after eating, drinking, or taking medicine.

(2) The person may have been sick, despondent, or has talked of suicide.

(3) The presence of a bottle or glass in which some poison remains.

(4) The person becomes frightened and tells that he has taken poison.

(5) Frequently the odor of poison can be detected on the person's breath.

b. In all cases of poisoning, send for medical assistance immediately and, during the interim, administer first-aid treatment as prescribed below.

c. Caustic (acid or alkaline).—The lips, tongue, or mouth show evidence of chemical burn. In case of carbolic acid poisoning, there is a strong carbolic odor. Do not attempt to produce vomiting, but administer the proper antidote, if known, or olive oil, cottonseed oil, castor oil, or milk.

d. Noncaustics.—If there is no evidence near the mouth of caustic injuries, first administer a tablespoonful of dry mustard or common salt in a cup of warm water to produce vomiting; after nausea has subsided, administer salts, castor oil, milk, beaten up raw eggs, or flour and water in moderate quantities; later, after the poison has been evacuated, administer strong coffee, tea, or aromatic spirits of ammonia as a stimulant. Keep the patient warm and rub the limbs toward the body to increase circulation.

e. Opium or morphine.—The pupils of the eyes are pin-point in size; breathing is shallow and slow; the person is very drowsy and, later, sleeps so soundly that it is almost impossible to move. Keep him awake and on the move. Watch his respiration and, if it shows signs of failure or if it stops, administer artificial respiration. (See par. 7–52.)

f. Alcohol.—There is a strong odor of alcohol, the pupils of the eyes are dilated, eyeballs

red but not insensitive to touch, and the face usually flushed. In severe cases administer a tablespoonful of dry mustard or common salt in a cup of warm water to produce vomiting. A tablespoonful of aromatic spirits of ammonia in a cup of water may help sober the drunken person. An ordinary case does not require any particular treatment. If unconscious, the condition may be due to brain injury and frequently the two conditions occur together. Examine for the odor of alcohol, and look for evidence of injury to head or body, inequality of pupils, and loss of use of arms or legs.

g. Wood Alcohol.—This poison may cause total blindness. Administer a tablespoonful of dry mustard or common salt in a cup of warm water to produce vomiting, and keep the patient warm.

7–43 IVY OR SUMAC POISONING.—*a. Symptoms.*—This form of poisoning is quite common. It is a local irritation and inflammation of the skin caused by contact with the leaves of the poisonous plant. Within a few hours there is a reddening and itching of the skin, which becomes inflamed and swollen, blisters and even pustules often developing.

b. Treatment.—First scrub the part coming into contact with the ivy or sumac with soap and water to remove the poison. If available, a 3-percent solution of potassium permanganate in water is an excellent wash and should be applied to all exposed surfaces. A solution of ferrous sulphate in water is just as effective. After the skin inflammation has developed, the parts should be washed each day with limewater or boric-acid solution, and then zinc oxide ointments, carbolized vaseline, or a solution of Epsom salts applies.

7–44 GAS.—*a. Poisoning.*—If poisoned by gases such as illuminating, charcoal, motor exhaust, or mine, remove patient to the open air and apply artificial respiration (see par. 7–52) and warmth.

b. Tear gases.—Wash out the eyes with boric-acid solution, weak baking-soda solution, or limewater. DO NOT BANDAGE THE EYES.

c. Lung irritants.—Loosen the clothing and make the patient lie down and remain quiet. Use a litter or other means of transportation if necessary to move him.

d. Vesicants (blistering gases).—Give the patient a complete bath with liberal use of soap and a change of clothing as soon as circumstances permit. Contaminated clothing is a source of danger, and should be neutralized with an alkaline solution. Wash out the eyes with boric-acid solution and apply weak baking-soda to the affected parts; have the patient lie down and remain quiet; and apply warmth.

e. Rules for treatment of injuries from gases used in warfare.—(1) Wear mask and gloves, if possible, when handling a gassed man. If gloves are not worn, wash hands with soap and water following the handling of such cases, or better, rub them with dry lime.

(2) Remove the patient's equipment, but not his mask if the air is permeated with gas.

(3) If possible, gas casualties should be kept separated from other casulaties. They should be removed from woods or low ground to knolls or hillsides. Do not carry them into dugouts or cellars; gas being heavier than air seeks the lower levels. Do not allow badly gassed cases to walk.

(4) Do not bandage the eyes if they are affected.

(5) More detailed instructions, including the latest methods in handling gas casualties, will be furnished by the ship's gas officers or medical officers.

7–45 FROSTBITE.—*a. General.*—Frostbite is the term usually applied to injuries resulting from exposure to dry cold. Immersion or immersion foot is the term usually applied to injuries resulting from prolonged immersion of the part in cold water. This condition is found frequently among survivors of shipwrecks, especially the feet, due to sitting on life rafts with feet in the water.

b. Treatment.—For all practical purposes the treatment of both of the above conditions is the same.

(1) If conscious, and feet are affected, do not permit patient to walk.

(2) Get patient into a moderately warm room, undressed as quickly as possible.

(3) Immerse in bath at 105° to 110° F. for 10 minutes.

(4) Dry carefully and place in bed, keep covered, but do not permit cover to come in contact with affected parts.

(5) Do not rub or message parts. If hands or feet are affected keep slightly elevated, move frequently, support the part well, and protect pressure points with use of doughnut dressings.

(6) Keep parts dry; dry, clean, sterile cotton between the toes and fingers.

(7) Get the patient to a hospital or under the care of a medical officer as soon as possible.

NOTE: When handling cases of frostbite, do not touch the skin any more than necessary. Massaging or rubbing the part will break the skin permitting infection to start more rapidly. DO NOT RUB THE PARTS WITH ICE OR SNOW.

7-46 SUNSTROKE.—*a. Symptoms.*—The face is flushed, skin hot and dry, breathing labored, pupils of the eye contracted, pulse rapid and strong, and the heat of the body great. The patient may be unconscious.

b. Treatment.—Place him in the shade and if ice is available place a pack on the head. Strip clothing off patient, cover with a sheet and fan sheet vigorously. Give cool (NOT iced) drink after consciousness returns. DO NOT GIVE STIMULANTS.

7-47 HEAT EXHAUSTION.—*a. Symptoms.*—This is a condition of great depression of the system due to excessive or prolonged exposure to heat, which results in loss of water and salt from the body by perspiration. It often begins with dizziness, nausea, and vomiting. The skin is cool and moist, the pupils of the eye usually dilated, the pulse feeble and fluttering, perhaps imperceptible, and the patient greatly depressed though he may not be unconscious.

b. Treatment.—Remove to cool area. Keep lying down. Treat for shock. Keep warm. Apply heat to feet and abdomen or place in tub of water above body temperature. Give freely hot water or coffee to which salt has been added. Salt should be added liberally to drinking water of men perspiring freely for prolonged periods to prevent heat exhaustion, cramps, and diarrhea.

7-48 BURNS AND SCALDS.—*a.* Burns are caused by dry heat such as flame, hot metal, and electric current. Scalds are caused by moist heat such as hot water and steam. Burns are also caused by acids and alkalies.

b. Treatment.—(1) *General.*—Remove the clothing by cutting or ripping. Do not pull it off. Do not break the blisters nor prick them even if large. Take steps to prevent shock or treat if present. (See par. 7-30.)

(2) *Burns and scalds.*—Protect the burn or scald with a dry sterile dressing or a vaseline impregnated dressing if one is available.

(3) *Acids.*—Flush the parts with water; then apply baking or washing soda and water; limewater, or soapsuds; after the acid has been neutralized, treat the burn as in subparagraph (2) above. Burns from carbolic acid (phenol) should be washed with alcohol.

(4) *Alkalies.*—Wash the parts with water; then apply dilute vinegar or lemon juice; after the alkali has been neutralized, treat the burn as in subparagraph (2) above.

(5) *Sunburn.*—Treat in the same manner as other mild burns.

7-49 EXTINGUISHING BURNING CLOTHING.—*a.* If your own clothing catches fire, do not run, as this but fans the flames. Lie down and roll up tightly in a coat, blanket, or anything at hand that will smother the flames, leaving only the head out. If there is nothing at hand with which to wrap up, lie down and roll over slowly, beating out the fire with hands at the same time.

b. If another person's clothing catches fire, throw him to the ground and, standing at his head, smother the fire with a coat, blanket, etc., held down with the foot at one corner. Whatever is used should be thrown toward the feet of the person thus sweeping the flames away from yourself and the face of the victim.

c. The air close to the deck is comparatively free from smoke hence when unable to breathe, a rescuer should crawl along the floor with head low, dragging anyone who has been rescued behind him. A wet handkerchief or cloth tied over the mouth and nostrils minimizes the danger of suffocation.

7-50 ELECTRIC SHOCK.—*a. Symptoms.*—Persons suffering from such injuries are usually unconscious; the pulse is feeble and irregular and the breathing is slow and faint. The parts of the body that have come in contact with a live wire are burned and blistered.

b. Treatment.—(1) The most important thing

to do is to remove the person from contact with wire or electric machinery. This is always dangerous and should not be attempted until some means of insulation is available. The hands should be protected with rubber gloves, a rubber blanket, or several thicknesses of silk or dry clothing. The rescuer should be further insulated by standing on a rubber mat, pane of glass, or dry board.

(2) The treatment of electric shock is the same as for ordinary shock following an injury or accident. (See par. 7–30.) The heart and respiration should be stimulated, the body kept warm by the application of heat, and artificial respiration used if indicated. (See par. 7–52.) Patients who are likely to recover will show signs of life within 25 minutes; however, treatment should be continued for a longer period.

(3) The treatment of electric burns is the same as for ordinary burns. (See par. 7–46.)

7–51 FAINTING.—*a. Cause.*—This condition may result from injury, slight or severe bleeding, exhaustion, and emotional disturbance. It is directly caused by too little blood in the brain.

b. Treatment.—Place the patient upon his back with the head lowered and the feet elevated. Loosen the clothing. Fresh air should be provided by preventing crowding around the patient, by opening the doors and windows, or by taking the patient into the open. Apply cold water to the face and let him inhale smelling salts (ammonia).

7–52 EPILEPTIC FITS.—*a. Symptoms.*—During an epileptic fit the patient frequently utters a peculiar cry before falling, immediately becomes unconscious, falls, and has convulsions, jerking the arms, legs, and body. The face becomes deathly pale, and the eyes roll and are turned upward. There may be foaming at the mouth and if the tongue is bitten the foam is bloody. Nothing can be done to stop the fit after it has begun.

b. Treatment.—Lay the person on his side so that mucus can flow from the mouth and throat and control movements which might cause injury. DO NOT restrain; protect patient from self injury. Place a folded towel or other convenient wedge between the teeth of patient so that the tongue will not be bitten. Operator should be careful to prevent own fingers from being bitten. The convulsions usually last only a few minutes and the person falls into a deep sleep which should not be interrupted.

7–53 INTRACRANIAL (BRAIN) INJURY.—*a. Symptoms.*—Blows on the head may cause concussion or compression of the brain. The patient becomes pale, feels weak and dizzy, has a headache, and frequently is nauseated and vomits. Unconsciousness may follow. If the blow is severe unconsciousness may occur immediately. If there is bleeding or fluid running from the nose or ears the skull has probably been fractured. Unconsciousness may occur, particularly in elderly persons, without any history or evidence of a blow on the head. This is due to a rupture of a diseased blood vessel of the brain and brain hemorrhage (apoplexy). These conditions need not be differentiated because the treatment is the same.

b. Treatment.—Keep the patient quiet, protect from exposure, apply heat to feet and abdomen if patient is chilled. Keep head elevated and cool by applying cool cloths or an ice pack. Do not give stimulants. Control any gross bleeding. Keep the patient's air passage open. Call medical officer immediately.

D. RESUSCITATION.

7–54 ARTIFICIAL RESPIRATION.—*a. General.*—Artificial respiration is used to induce breathing in persons whose respiration has stopped. The common causes of respiratory failure where artificial respiration has value are: Drowning, suffocation, electric shock, and poisoning by illuminating gas or carbon monoxide. Artificial respiration is also used occasionally in certain illnesses, such as poliomyelitis. Poison gases and nerve gases used in warfare may cause respiration to cease. Attempts to start respiration after breathing has stopped are made either by mechanical or manual methods. Mechanical methods require the use of machines that usually are not on hand when most needed. Manual artificial respiration, which can be conducted by anyone familiar with the methods, can be started immediately and can be continued until breathing has started or until mechanical respirators become available.

b. Instructions for artificial respiration.—Certain general principles must always be kept in mind in performing any method of artificial respiration, as follows:

(1) Time is of prime importance. Seconds count. Do not take time to move the victim to a more satisfactory place; begin at once. Do not dely resuscitation to loosen clothes, warm the victim, apply stimulants, etc. These are secondary to the main purpose of getting air into the victim's lungs.

(2) Quickly place the victim in the prone position, that is, on his abdomen, with the face turned to one side, the elbows bent, and the cheek resting on the back of the hand.

(3) Quickly sweep your fingers into the victim's mouth, removing froth and debris and drawing the tongue forward.

(4) Begin artificial respiration and continue it rhythmically and uninterrupted until spontaneous breathing starts or the patient is pronounced dead.

(5) As soon as the person is breathing for himself, or when additional help is available, see that the clothing is loosened (or removed if wet) and the patient is kept warm. However, do not interrupt the rhythmical artificial respiration to accomplish these measures.

(6) If the victim begins to breathe on his own adjust your timing to assist him. Do not fight the victim's attempt to breathe. Synchronize your efforts with his.

(7) Do not wait for a mechanical resuscitator, but when an approved model is available use it. A well-performed "push-pull" type manual method is immediately available and effective and accomplishes adequate ventilation. The mechanical resuscitation is no more effective than a properly performed "push-pull" manual technique. The most important advantage of good mechanical resuscitators is that they require less skill to operate, are not fatiguing, and can furnish 100 percent oxygen. There are other advantages. Since the resuscitator need only be applied to a patient's face, it can be employed when physical manipulation of the body is impossible or would be harmful, as during surgical procedures, in accident cases with extensive burns, broken vertebrae, ribs, arms, etc., and during transportation of the victim. Furthermore, some resuscitators signal when the airway is obstructed and provide an aspirator.

c. Arm-Lift Back-Pressure Method.—(1) *Position of the subject.*—Place the subject in the face-down position. Bend his elbows and place his hands one upon the other. Turn his face to one side, placing his cheek on his hand.

(2) *Position of the operator.*—Kneel on either the right or left knee, at the head of the subject, facing him. Place the knee at the side of the subject's head close to the forearm. Place your hands on the flat of the subject's back in such a way that the heels of the hand lie just below a line running between the arm pits. With the tips of the thumbs just touching, spread the fingers downward and outward.

(3) *Compression phase.*—Rock forward until the arms are approximately vertical and allow the weight of the upper part of your body to exert slow, steady, even pressure downward on the hands. This forces air out of the lungs. Your elbows should be kept straight and the pressure exerted almost directly downward on the back.

(4) *Expansion phase.*—Release the pressure, avoiding a final thrust, and commence to rock slowly backward. Place your hands upon the subject's arm just above his elbows, and draw his arms upward and toward you. Apply just enough lift to feel resistance and tension at the subject's shoulders. Do not bend your elbows, and as you rock backward the subject's arm will be drawn toward you. Then drop the arms gently to the ground. This completes the full cycle. The arm-lift expands the chest by pulling on the chest muscles, arching the back and relieving the weight on the chest.

The cycle should be repeated 12 times per minute at a steady, uniform rate. The compression and expansion phases should occupy about equal time, the release periods being of minimum duration.

d. Additional Directions.—It is all important that artificial respiration, when needed, be started quickly. There should be a slight inclination of the body in such way that fluid drains better from the respiratory passage. The head of the subject should be extended, not flexed forward, and the chin should not sag lest obstruction of the respiratory passages occur. A check should be made to ascertain

that the tongue or foreign objects are not obstructing the passages. These aspects can be cared for when placing the subject in position or (shortly thereafter) between cycles. A smooth rhythm in performing artificial respiration is desirable, but split second timing is not essential. Shock should receive adequate attention, and the subject should remain recumbent after resuscitation until seen by a medical officer or until recovery seems assured.

e. The Hip-Lift Back-Pressure Method.—The hip-lift back-pressure method is used when the arm-lift back-pressure method is not practicable, such as fractures, burns, etc.

(1) *Step 1.*—Place the patient in a prone position, face down. The arm, on the side toward which the face is turned, is extended beyond the head, and the other is bent at the elbow and the hand or forearm is placed beneath the head.

(2) *Step 2.*—The operator then kneels on one knee (whichever is the most comfortable) astride the patient's thighs, facing toward the head, and places the palms of his hands on the lower part of the thorax, the little fingers touching the lowest rib and the ends of the fingers just out of sight. Then keeping the arms straight, the operator swings his body slowly forward, causing the hands to press upward and inward. This compresses the abdomen and the lower part of the thorax, forces out the air in the lungs, and produces an expiration. At the end of the forward swing, the operator's shoulders should be directly above the heels of the hands. Hold the pressure momentarily.

(3) *Step 3.*—Then quickly bring the hands back along the sides of the patient to the hips, grasping the hips and pulling upward in a single motion. At the end of the upward motion the hips are released and the operator goes back to his original position. This procedure is completed 12 to 15 times a minute.

f. Mouth-to-Mouth Resuscitation.—The mouth-to-mouth (or mouth-to-nose) technique of resuscitation is the most practical method of emergency ventilation of an individual of any age who has stopped breathing regardless of the cause of cessation of breathing.

The technique of mouth-to-mouth resuscitation is as follows:

1. Clear throat of victim. Wipe out any fluid, vomitus, mucus or foreign body with the fingers or cloth.

2. Place victim in supine (face up) position. Ideally the body should rest on a flat surface, but do not waste time seeking such a place for, in resuscitation, time is of the essence.

3. Kneel facing victim's head. If practicable, kneel facing the right side of the victim's head as the position utilizes the right hand as the working hand and the lifting maneuver will prove less tiring to the rescuer.

4. Put fingers under angle of victim's chin, thumb in corner of his mouth. Lift the jaw upward, this will serve to pull the tongue forward out of the air passage. Do not attempt to hold or depress tongue.

5. Tilt head back and hyperextend neck. This will open and align the air passages so they do not become blocked by kinking or pressure.

6. Pinch nostrils closed. With the other hand, pinch the victim's nostrils shut. This will prevent air leakage.

7. Place mouth over victim's mouth. Form a tight seal with the lips; the mouth must be wide open in order to surround and completely seal the open mouth of the victim.

8. Blow. Exhale firmly into victim's mouth until his chest is seen to lift. If it does not rise, reposition the head and improve support of the lower jaw. Also blow more forcefully.

9. Remove mouth and inhale. During this period, rescuer should hear and feel the escape of air from the victim's lungs.

10. Repeat steps 8 and 9. Continue blowing air into victim's lungs. At first, the rate should approximate 20 times per minute, and the breaths should be deep and forceful. Excessive deep and rapid breathing for any extended period of time, however, may cause the operator to tingle, become dizzy, and even to lose consciousness. After the initial rapid phase, the rate should be reduced. Normal respirations occur between 14 to 18 times per minute. A steady breathing pace in this range is effective.

11. Remove air blown into victim's stomach. Periodically, between breaths, if the stomach is distended, place the hand over the epigastrium (pit of the stomach) and gently but firmly press the air out of the stomach.

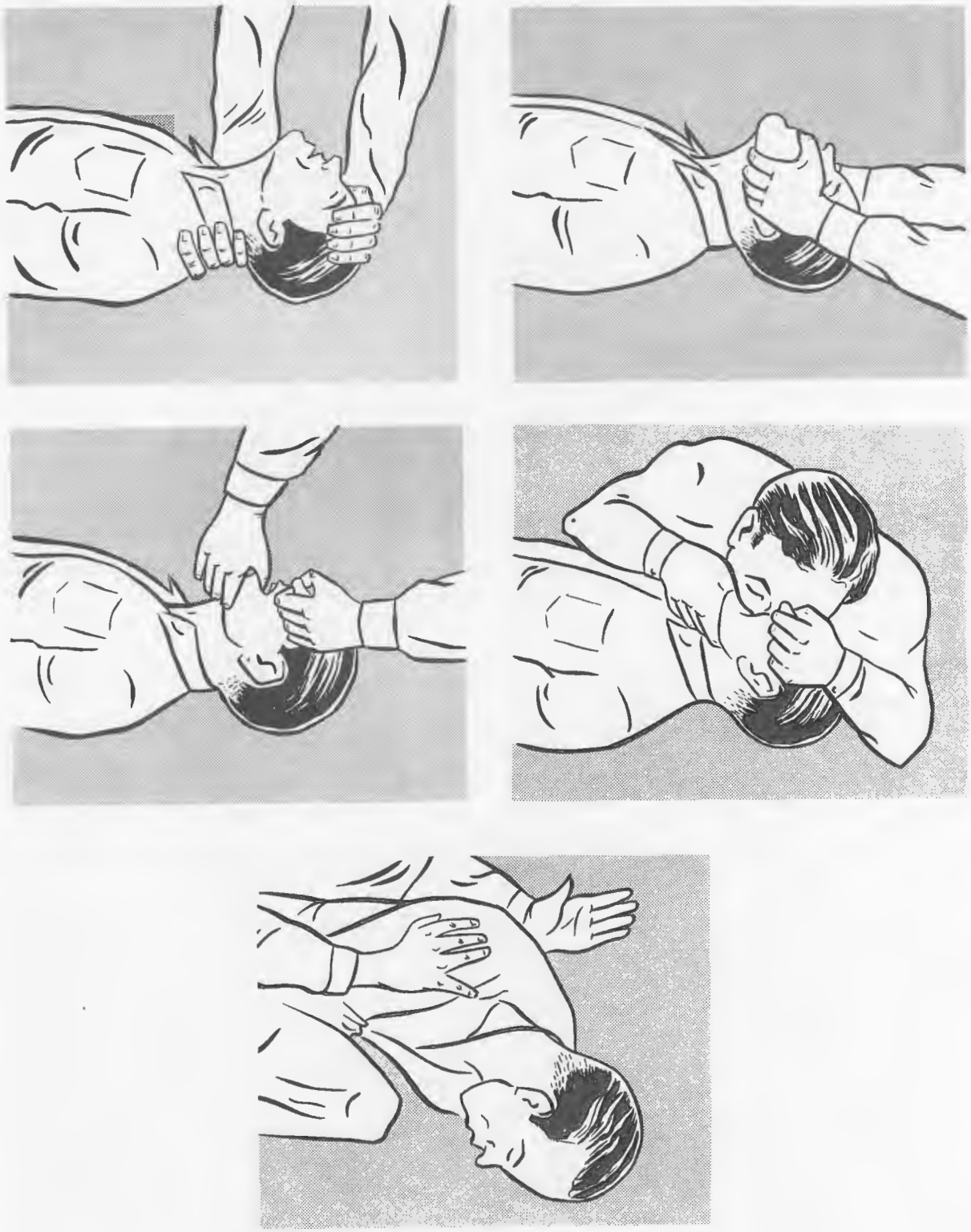

FIGURE 27.—Mouth-to-mouth (or nose) method of respiration.

It should be stressed that resuscitation should be started immediately, i.e., before the heart stops and irreversible damage is done to the central nervous system. In drowning, for example, the rescuer should not attempt to remove the water which is swallowed in large amounts. He should place the victim in a supine position and start mouth-to-mouth breathing promptly. Only in those instances where foreign matter is visible or obstructing the airway should the operator take the time to completely clean the mouth.

Mouth-to-Mouth Artificial Respiration

Esthetically, mouth-to-mouth resuscitation is objectionable to many; i.e., there is a hesitancy on the part of the rescuer to touch with his mouth, the mouth of a moribund patient. A device, recently suggested by the Navy and made an item of issue, eliminates this objection (see Figure 28).

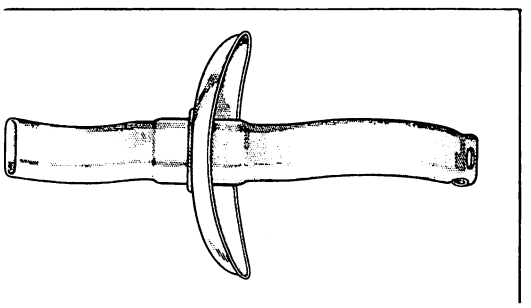

FIGURE 28.—Oropharyngeal artificial airway.

This S-shaped instrument is a combination of two sizes of oropharyngeal airways merged in continuity. One half (the short half) serves as a mouthpiece for the rescuer; the other half is inserted into the victim's mouth, following along the curve of the tongue. In inserting this instrument, the operator should be careful not to push the tongue back but to hold it forward. When in position, the airtube can deliver the expired air of the rescuer directly into the pharynx, trachea and lungs of the victim.

After the device has been placed properly, the rescuer should assume a position at the top of the victim's head, firmly grasp the lower jaw with both hands just below the earlobes and pull forcefully upward. This position must be maintained throughout the procedure to maintain an open airway. The operator prevents leakage of air by occluding the patient's nose with his thumbs. See figure 1 for proper positioning.

The operator then proceeds to inflate the victim's lungs by blowing into the mouthpiece—forcefully with adults, gently with children, and only "puffs" with infants. (In resuscitation of small children and infants, the short end of the airtube should be inserted and the operator should blow through the long or larger end of the S-curved tube.)

The operator must watch the victim's chest constantly. When he sees the chest rise, operator must remove his mouth from the mouthpiece and permit the victim to exhale passively by the natural elastic recoil of the lungs and the chest wall. For lung ventilation rate, see step 10 of the procedure for mouth-to-mouth resuscitation.

g. Treatment for a person apparently drowned.—Every minute and second counts, so waste no time. Have bystanders move away to give the victim all the air possible. Loosen clothing about the neck, chest, and abdomen. With handkerchief or towel in hand, gently swab out the mouth and throat to remove mud or mucus. Turn the patient over, face downward, place the hands under the abdomen, one on either side, and lift the patient, in an endeavor to drain the lungs and abdomen, and by making firm pressure upon the loins, continue the efforts to expel the water from the lungs and stomach. If the individual then does not breath, proceed immediately with artificial respiration. It is well at the same time to try to stimulate respiration by having an assistant hold ammonia or smelling salts to the nostrils. Recovery from drowning has occurred where persons have been submerged for some minutes; the statements of observers as to the length of time of immersion can never be accepted, as in emergencies of this sort minutes seem like hours. When breathing has been reestablished, remove wet clothing and treat the shock.

h. Treatment for a person asphyxiated by hanging or by strangulation.—Promptly remove any constriction from the neck and also clothing from around the chest. Attempt to excite breathing by dashing cold water on the face and body; if this fails, then proceed with artificial respiration.

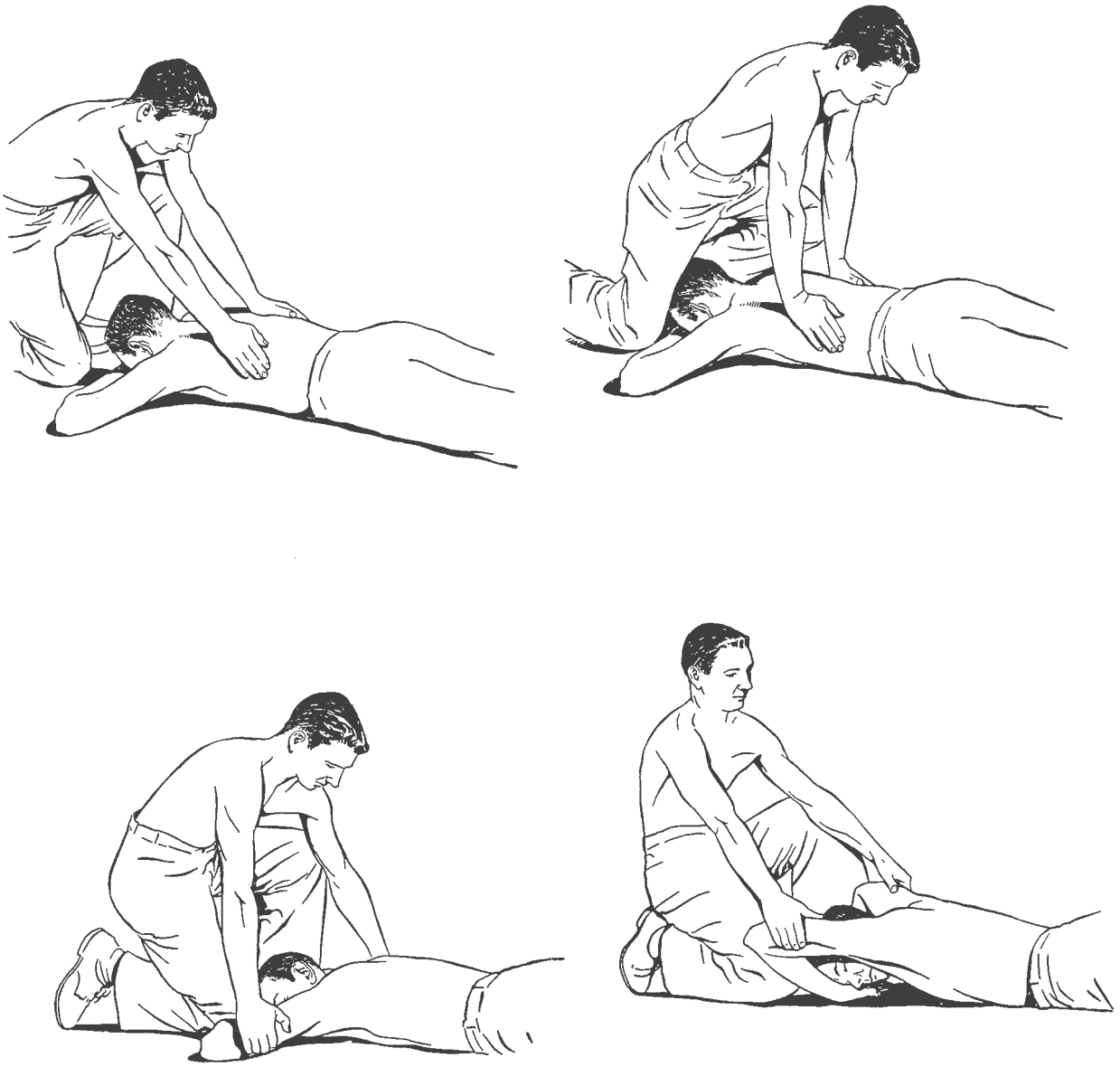

FIGURE 29.—Arm-lift back pressure method of artificial respiration.

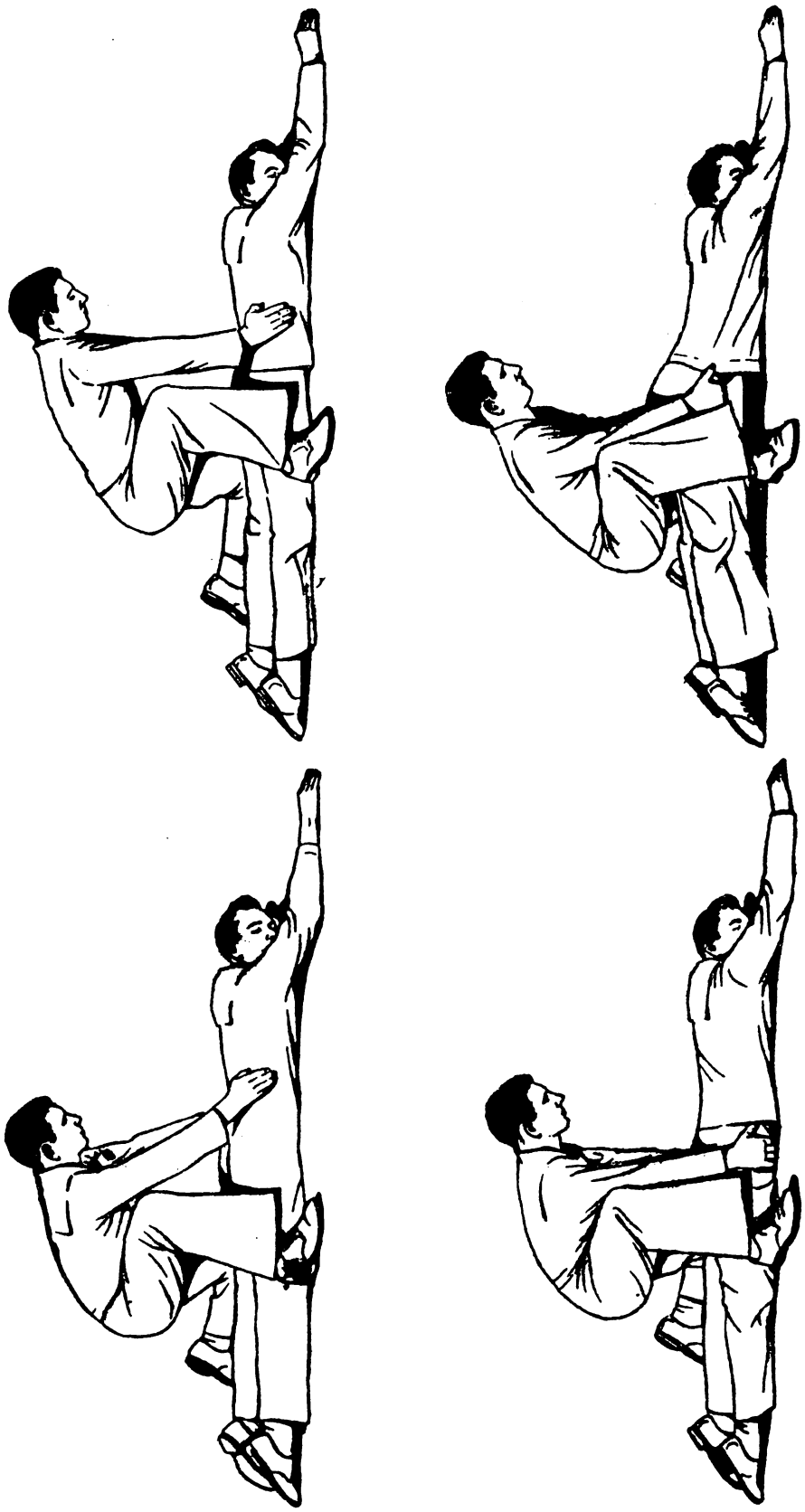

FIGURE 30.—Hip-lift back pressure method of artificial respiration.

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LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 8

MARCHES, SECURITY ON THE MARCH, AND OUTPOSTS

CHAPTER 8

MARCHES, SECURITY ON THE MARCH, AND OUTPOSTS

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SECTION I

MARCHES

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8–1 GENERAL.—Troop movements may be classed as tactical or administrative.

a. Tactical troop movements are made under combat conditions. Security measures are therefore a vital consideration. For principles of tactical movements see chapter 10.

b. Administrative troop movements are made when ground contact with the enemy is not a consideration and when there is no need for special security requirements other than secrecy and those necessitated by enemy long-range aircraft and missiles.

8–2 GENERAL PRINCIPLES.—*a.* A successful march places troops at their destination at the proper time and in condition for combat. The fundamentals of preliminary steps and planning of marches are common to all types of movements. Only in the execution do different techniques appear.

b. Rapid, secret, and efficient concentration of troops is one element essential to a successful battle plan. Successful troop movements are characterized by the following:

(1) Plans which are within the capabilities of the troops, and methods of execution which will put them at their destination in the best possible condition to accomplish their mission.

(2) Strict adherence to prescribed schedules and routes. Critical points must be reached at the time specified or confusion and interference with other elements will result.

(3) Maintenance of control, command unity, and combat effectiveness of the troops throughout the movement.

8–3 MARCH ORDERS.—*a. Warning order.*—When the decision to move has been made, a brief warning order is issued to allow subordinate elements time for preparation. A warning order answers as many of the following questions as possible:

(1) Who? (The unit or units involved.)

(2) What? (The nature of the movements.)

(3) When? (The time the movement is to begin.)

(4) Where? (The destination.)

(5) Why? (The general purpose of the operation.)

b. March order.—(1) The march order includes the following information:

(*a*) Object and destination of the march.

(*b*) Distribution of troops and order of march of the main body.

(*c*) Special security measures.

(*d*) Initial or starting point (usually on the route of march).

(*e*) Hour the head of the leading unit clears the initial point.

(*f*) Any other information necessary for complete understanding by subordinate commanders.

(2) Ordinarily, a march column is formed by the arrival of component units at an initial point according to their prescribed order of march in the column.

(3) When necessary, each unit's movement is regulated by prescribing the hour its head will reach the initial point. Units arriving at the initial point before the time designated halt until the prescribed hour for their passage.

8–4 TRAINING TROOPS.—Troops

should be well conditioned before they engage in long marches, go on maneuvers, or engage in actual combat. This conditioning can be done by systematic and progressive training which includes practice marches of gradually increasing distance. At the same time, men should be given periods of mental and physical relaxation at suitable intervals.

8–5 INSPECTION BEFORE THE MARCH.—Before beginning a march, company commanders should make thorough inspections of all their personnel. This includes a detailed inspection of feet and footwear, of clothing and equipment, and a determination of each man's physical fitness. Immediate steps should be taken to correct all defects that will impair individual activity and stamina. Tightly fitting footgear and clothing may cause a march casualty.

8–6 MEDICAL PERSONNEL.—A medical officer or petty officer, should march at the rear of the column to examine and treat disabled men. Sick and injured should be tagged and treated, and the unit commander concerned informed of the action taken in each case.

8–7 MARCH FORMATION.—*a.* The usual march formation is route column (column of twos or threes). In a peaceful area, the commander and headquarters unit march at the head of each organization (platoon, company, etc.).

b. The elements of the column cover and dress toward the file designated as guide.

c. In hostile areas the commander and headquarters unit of each organization usually march at the head of the main body, preceded by such advance guard elements as are required by the situation. (See sec. II for advance guards.)

8–8 START OF THE MARCH.—Canteens should be filled the night before the march to avoid delay. Men who have been classified sick and physically unfit at morning sick call will not be required to make the march. When men fall in, there should be no delay in starting; standing around is especially fatiguing. The sanitary officer and a police detail remain a few minutes after the camp is cleared to see that waste and litter is disposed of, fires are put out, and field heads are filled. The camp site must be left in a clean and sanitary condition.

8–9 RATE OF MARCH.—The rate of march is prescribed by the column commander. The rate prescribed will depend upon terrain and weather conditions, condition of troops, length of march, and mission. Under favorable conditions, troops, can march approximately 20 miles in an 8-hour day without undue fatigue. To accomplish this, the rate of march must be between 2½ and 3 miles an hour. This is achieved by a cadence of from 105 to 120 steps per minute, depending upon the length of step. The rate is maintained by using selected pace setters who march alone immediately ahead of each march unit.

8–10 HALTS.—*a.* A halt of about 15 minutes should be made about 45 minutes after the march starts. This permits the men to adjust shoelaces, rearrange packs and, in general, remedy any faults which might affect their marching ability. During succeeding hours under favorable conditions, troops usually march 50 minutes and rest 10. A 1-hour halt should be taken for each meal consumed.

b. During rest periods, troops should sit or lie down to take the weight of the equipment off their shoulders. Equipment is not removed unless directed, but belts may be loosened and equipment readjusted. Halts should be made in cool and shady places protected from strong winds, convenient to places where men can attend to the calls of nature. Construction of slit trenches will suffice for this latter purpose.

c. Units of a marching column execute hourly halts and resume marching simultaneously. Units are not closed up nor is a change of pace permitted to gain or lose distance just prior to these halts.

d. When the column is halted for any reason other than the hourly halt, the commander halts the leading element. Other elements close to normal distance before halting.

e. Troops are informed of the length of each halt so they can take full advantage of it.

f. The commander of each unit gives the preparatory signal for resuming the march shortly before the end of the rest period.

g. It is desirable to arrive at the end of the march as early in the day as practicable so camp may be made during daylight, thus providing maximum rest for the troops. Accordingly, long halts during the day are not made unless

required by special conditions. On marches exceeding 15 miles, or when necessary to avoid excessive midday heat, halts of from 1 to 4 hours are justified.

h. Halts are not made in or near towns or villages except to procure water or supplies. Troops remain in the halt area while details are sent for what is required.

8–11 SECURITY.—*a. At a halt.*—A unit protects itself by means of outposts. These security detachments are disposed to cover the front, flanks, and rear in order to protect the force against annoyance, surprise, and observation by hostile ground forces. An outpost should be no stronger than is necessary for reasonable security.

b. Bivouac area.—Security in a bivouac area is obtained by active and passive measures. All units are responsible for their own tactical security. At least one officer is constantly on duty at each headquarters of company size or larger, and one noncommissioned officer in each platoon or similar sized unit. Passive measures include dispersion, concealment and cover. Individual cover should be available against air or armor attack. Camouflage measures are taken when required by the situation.

8–12 CONDUCT OF THE MARCH.—*a.* March discipline is the observance and enforcement of rules of good marching, especially as they relate to position of units in column and position and conduct of individuals.

b. On the march, troops keep as far to the right of the road as practicable, leaving the left side free. Space should be left for traffic to pass freely along the column. When roads are narrow, sandy, muddy, or very dusty, or when both sides of the road provide concealment from air observation, or when attack by hostile aircraft is probable, troops may march along both sides of the road, leaving the middle clear for other traffic.

c. Prescribed distances between units must be maintained so the effects of varying march rates will be kept to a minimum.

d. Men are not permitted to leave their units' immediate vicinity during halts without specific authority from an officer of their unit. If ground conditions permit, they may be instructed to sit or lie down.

e. An officer and noncommissioned (petty) officer marches at the rear of each platoon. He is charged with keeping the unit closed up.

f. Riflemen sling their rifles on the right or left shoulder. They keep the muzzles well elevated to avoid endangering other men.

g. As a rule, troops on the march pay no compliments. Individuals out of ranks salute (except in actual or simulated combat) when they address or are addressed by a senior officer. The march is at route step. To avoid monotony, it is advisable occasionally to march in step for short distances.

h. Tall men at the head of the column are apt to set a pace difficult for short men at the rear. Because marching at the head of the column is easier, the order of march should be reversed from time to time. If men ahead gain distance or slow up, each individual changes the length of his steps so as to gradually regain his position. Sudden increases in gait or sudden stops should be avoided.

8–13 MEALS ON THE MARCH.—Units should not be halted to prepare the midday meal. Field rations should be issued prior to the march for consumption en route. A hot meal should be prepared and served, when possible, after the end of the day's march.

8–14 WATER DISCIPLINE.—*a.* To replace the fluids lost by evaporation, a definite quantity of water must be consumed. Under average conditions, a man will lose one pint of water each hour (including halts).

b. Trained men can lose 6 pints and untrained men 2 pints of water without serious discomfort. Consequently, men should not resort to their canteens until they have lost at least 2 pints by evaporation. Under average conditions, this will not occur until after about 2 hours of marching. The man should then slowly sip one half the contents of his canteen (1 pint), and 1 pint each hour thereafter. On hilly or muddy roads and under tropical conditions this allowance should be materially increased.

c. A man should consume a pint or more of water with each meal in addition to what he drinks during the march.

d. Experienced men instinctively determine the amount of water required, whereas, the recruit is apt to "waterlog" his tissues, sweat profusely, and tire easily.

e. Smoking which tends to increase thirst, should be limited to rest periods.

f. It is most important that only pure water be used for drinking (ch. 7).

8–15 CARE OF FEET.—The most significant factor in marching ability is care of the feet. Important considerations follow:

a. Properly fitted, well-broken-in regulation shoes in good repair should be worn in the field. Other types of shoes will cause callouses, corns, blisters, and abrasions.

b. Neat's-foot oil or saddle soap should be heavily rubbed into the soles and welts to preserve and partially waterproof shoes. Uppers should receive only a light application to preserve and soften them. Too much oil makes them impermeable and prevents evaporation of moisture.

c. Wet shoes should not be placed too near a fire. Quick drying stiffens the leather and causes it to deteriorate.

d. Shoes should be examined internally for protruding nails and wrinkles. Broad laces should be used. The tongue should lie smoothly under the laces. Shoes should be laced sufficiently snug to hold the heel in place and prevent the foot from slipping forward.

e. Woolen socks (heavy or light), large enough to permit free movement of the toes, but not so loose as to permit wrinkling, should be worn for marching. Cotton socks should never be worn in the field unless specifically ordered by a medical officer.

f. Socks with darns or holes should never be worn on a march.

g. Socks should be changed or washed at the end of a day's march. If washing is impossible, change each sock to the opposite foot for the next day's march.

h. After a long march, and as soon as possible after reaching camp, the feet should be washed (not soaked) with soap and cool or tepid water. Excessive use of soap and long immersion will soften the skin. Cold water hardens the skin, eases the sensation of burning after a march, and increases the tone of the foot. After washing, dry the feet thoroughly, paying special attention to the surfaces between the toes.

i. The troop's feet should be inspected by an officer before and after each day's march. Injuries should be attended promptly to prevent disabling infections which cripple efficiency of the command. Until feet are hardened, they should be dusted with foot powder at each inspection.

j. Toenails should be kept short and clean. They should be cut straight across to avoid ingrowing nails. Deformed, thick, or clubbed nails can be remedied by soaking in hot water and paring down with a knife.

k. A blister should be drained by puncturing its base with a sterilized needle. The blister (outer or false skin) should not be torn or removed as it forms the best natural dressing. The blister should be dried with gauze or absorbent cotton and covered with adhesive plaster firmly pressed down so the raised outer skin will be forced into position. The plaster may be made to stick well by heating it before application. All areas which are red and tender should be covered with adhesive plaster. Heel blisters should be given particular attention.

8–16 CARE OF TROOPS.—*a.* Detailed attention is given to adjustment of packs and equipment.

b. Troops should be prevented from obtaining unwholesome beverages and food, and from indulging in excessive eating and drinking.

c. Hot weather is one of the greatest sources of hardship on a march. Every precaution should be taken to prevent suffering from the effects of it. Places for long halts are, when practicable, selected where there is shade and free circulation of air.

d. Men's packs are lightened when transportation is available.

e. Troops are not kept in column or under arms longer than necessary. Foresight, thoughtfulness, and good judgment do much toward mitigating the discomforts, annoyances, and hardships of marching.

f. During prolonged marches, at least one day in seven should be a day of rest.

g. Upon arrival at the camp site, commanders should conduct an inspection of their organizations and arrange for the treatment of injuries and the correction of any other defects noted.

8–17 OBSTACLES.—*a.* When there is unavoidable delay, units in rear are notified as

to the minimum time involved; they then conduct themselves as at regular halts.

b. Careful examination is made of fords, bridges, ice, etc., before attempting a stream crossing. Foot troops break their cadence when crossing bridges.

8–18 FORCED MARCHES.—*a.* Forced marches seriously impair the fighting power of even the best troops and are undertaken only in cases of urgent necessity.

b. With foot troops, forced marches are generally made by increasing the number of marching hours. Halts and periods for cooking and sleep are arranged to afford maximum benefit. The rules prescribed for average marches are followed as closely as possible.

SECTION II

ADVANCE GUARDS

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8–19 GENERAL.—*a.* An advance guard is a security detachment that precedes and protects the main body of a force marching toward the enemy, whatever its formation, and covers its deployment for action when contact is made.

b. If a force advances in more than one column, each is covered by its own advance guard. Elements not covered by the advance guard in their development for action likewise provide their own security detachments. This applies particularly to troops designated to envelop a hostile flank, or to make a wide turning movement.

c. This section provides for the security measures considered necessary for the protection of a column or columns advancing into hostile territory under conditions where contact with the enemy is possible.

8–20 TASKS OF ADVANCE GUARDS.—The principal tasks of advance guards are:

a. To ensure the uninterrupted advance of the main body.

b. To protect it against surprise and observation by hostile ground forces.

c. To cover the deployment of the main body when the enemy is encountered in such strength as to require the employment of the whole force.

8–21 SPECIFIC DUTIES OF ADVANCE GUARDS.—In accomplishing its mission, advance guards are required to:

a. Remove obstacles and repair roads and bridges.

b. Reconnoiter to the front and flanks to guard against surprise and to secure information.

c. Drive back small bodies of the enemy, to prevent their observing, firing upon, or delaying the main body.

d. Secure terrain features which protect the main body from hostile fire and observation, and which provide suitable positions for observing the fire of friendly supporting weapons.

e. Seize suitable commanding positions to cover the deployment of the main body when the advance is definitely stopped, and determine the strength, disposition, and flanks of enemy forces.

8–22 DISTRIBUTION OF TROOPS.—*a. Battalion as advance guard.*—

(1) When a battalion is marching as the advance guard for a regiment it will consist of two groups:

(*a*) Reserve.

(*b*) Support.

(2) The reserve is the advance guard battalion less the support.

(3) The support of the advance guard battalion is usually a reinforced rifle company and consists of:

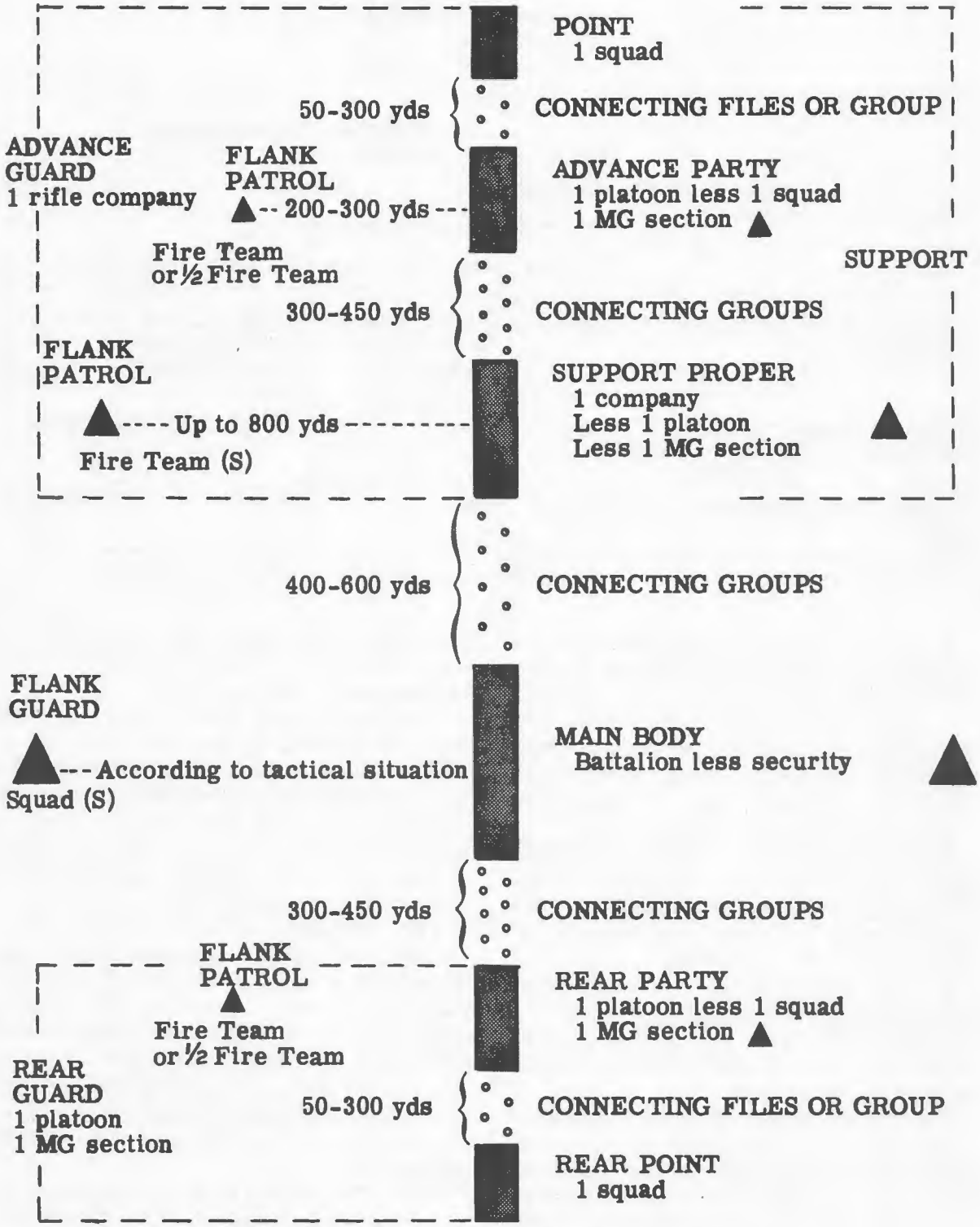
(*a*) Support proper.

(*b*) Advance party.

(*c*) Point.

b. Company as advance guard.—(1) When a company is marching as the advance guard of a battalion it will consist of the support only. It has no reserve within its formation. The composition is the same as outlined in subparagraph *a* (3).

c. Patrols are sent out to the flanks by the advance party and the support proper, as prescribed in the initial order (par. 8–30). Additional patrols are employed when necessary.



Note: An advance guard of company size has no reserve.

FIGURE 1.—A distribution for security of a battalion on the march.

TABLE 1.—Composition of advance guards.

Main Body	Advance guard, total	Subdivisions of advance guard			
		Reserve	Support		
		Reserve	Support Proper	Advance Party	Point
Battalion (less 1 company)	1 company	None	1 rifle company (less advance party)	1 platoon plus 1 section machine guns (less point)	1 squad
Company (less 1 platoon)	1 platoon plus 1 section machine guns	None	None	(same as above)	1 squad
Platoon (less 1 squad)	1 squad	None	None	None	1 squad

d. Contact between the elements of an advance guard is maintained from rear to front by connecting files or groups.

e. Figure 1 graphically shows a distribution for security of a battalion of the march with one company as advance guard. For a smaller unit, this distribution may be modified to conform to table 1 (par. 8–23).

8–23 STRENGTH AND COMPOSITION.—*a.* The larger the command the larger in proportion is the advance guard, because a large command takes relatively longer to prepare for action than a small one.

b. Units functioning as advance guards should have sufficient supporting weapons.

c. The above table will serve as a guide for the size of advance guards and their elements for various organizations.

8–24 FORMATION AND DISTANCES.—*a.* In order to give the advance guard and the main body time and space to carry out their missions, it is necessary for the advance guard to precede the main body by a distance which varies with the overall mission of the command, the size of its elements, the terrain, the proximity to and nature of the enemy, and visibility. Distances should be less in rolling terrain. They should be less at night than during the day. They should be less when pursuing a beaten enemy than when approaching an unbeaten one.

b. Situations may occur where the best means of covering the head and flanks of the column will be by a line of skirmishers or small groups extending for several hundred yards to both sides of the road and deployed at intervals of from 10 to 50 yards. A column may thus protect itself when passing through terrain covered with thick vegetation.

8–25 RESERVE.—When a landing force the size of a regiment is marching alone, the main body is the regiment less the security elements sent out. In this case, the advance guard will generally be a battalion size unit and will consist of a reserve and support element. The reserve is the principal maneuvering element of the advance guard and will consist of the battalion less the company sent forward as the support.

8–26 SUPPORT.—*a. As part of the advance guard battalion for a regiment.*—The support protects the reserve of the advance guard battalion from surprise and enemy ground action. As the security element for the reserve, it permits the advance guard commander to deploy his reserve and prepare for action.

b. As the advance guard company for a battalion marching alone (fig. 1).—(1) The support consists of the support proper, the advance party, and the point. The support prevents unnecessary delay of the main body and protects it against surprise and enemy ground action.

(2) The support proper is the rifle company less the advance party. When resistance is encountered, it reinforces the action of its advance party in dealing with minor resistance. When the enemy is encountered in force, it offers sufficient resistance to permit the main body to prepare for action in accordance with a definite plan.

8–27 ADVANCE PARTY.—*a.* The advance party is sent forward by, and constitutes the reconnoitering element for the support proper. It is made strong enough to guard the support proper against surprise by effective hostile rifle fire. To accomplish this it:

(1) Provides the point.

(2) Supports the action of the point.

(3) Furnishes patrols for reconnaissance and security to the flanks.

b. The advance party drives back enemy patrols and takes care of minor resistance which the point is unable to overcome. It checks an enemy attack sufficiently to assist the development of the support proper.

8–28 POINT.—*a.* The point is a patrol sent forward by the advance party to give rear elements warning of the presence of hostile forces. It reconnoiters to the front and immediate flanks and sends to the rear all information obtained.

b. The point confines its activities to the axis of march. It drives back all small hostile parties encountered. When large hostile bodies are observed, it pushes on until forced by fire to halt. When troops in rear are halted by fire, it covers their deployment or, if such protection is unnecessary, it makes every effort to locate the enemy flanks and determine the amount of resistance. Different action may be required depending upon the mission of the command as a whole; e. g., should reconnaissance be paramount the point would be ordered to halt, conceal itself, observe, and send back information whenever hostile activities are encountered.

8–29 CONNECTING ELEMENTS.—*a.* Visual contact between elements of a column is maintained by two or more individuals or by one or more fire teams placed in the space between the elements. The individuals so designated are referred to as connecting files. It is the duty of the rear element to maintain contact with the element to its front. Therefore, whatever measures are required in maintaining contact are furnished by the element in rear. Connecting elements are spaced so each file or group can maintain constant visual contact with both the following and the preceding file, group, or unit. When visibility is good, two or three connecting files may be sufficient. In darkness or on roads with poor visibility a larger number of files or groups is needed.

b. Connecting files or groups halt on orders or signals from the rear, or when the element to their front halts. They relay the signal to the front or rear.

c. Members of connecting files or groups look alternately to the rear and front for signals. They run, walk, or halt as necessary to maintain contact to the front and rear.

8–30 PATROLLING.—*a.* Patrols from units of the advance guard reconnoiter and provide security on the flanks. Localities such as high ground and wooded areas that might conceal hostile reconnaissance groups or combat patrols should be particularly well investigated.

b. The formation of the patrol must provide for its own protection. At least one man (the get-away man) should be able to return with information if the patrol becomes seriously engaged. Normally, the strength of a reconnaissance patrol is one or more fire teams.

c. Information of the enemy is immediately signaled to the column or carried back by messenger.

d. Flank security is provided by having the patrols operate in accordance with the instructions set forth for the conduct of flank guards (sec. IV).

e. After completing its mission, the patrol joins the most convenient element of the column, and rejoins its own element at the first opportunity.

f. When the strength of the advance party and support proper has been seriously reduced by absent patrols, reinforcements should be furnished from rear elements.

SECTION III

REAR GUARDS

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Mission	8–32	342
Composition	8–33	342
Conduct	8–34	342

8–31 GENERAL.—A retiring force covers its retirement by a rear guard. A force advancing toward the enemy details a rear guard, if attack or harassing action to its rear by the enemy is possible. The size of such rear guards depends upon enemy capabilities.

8–32 MISSION.—The rear guard protects the main body from surprise, harassment, attack, or observation from the rear by hostile ground forces. Its mission and employment is similar to that of the advance guard, except that it is concerned with observation and action to the rear of the column.

8–33 COMPOSITION.—The organization, formation, and strength of the rear guard parallel those of the advance guard. When advancing toward the enemy, the rear guard of a battalion seldom exceeds one reinforced rifle platoon in strength and may consist of only a rifle squad. In a retrograde movement (a movement to the rear or away from the enemy), the rear guard for a battalion may consist of a rifle company. The rear guard of a retiring force must be strong enough to accomplish its mission without help from the main body.

8–34 CONDUCT.—When the distance from the enemy permits, or when the column is advancing toward the enemy, the rear guard moves in route march formation. When in contact with the enemy, the rear guard deploys on a wide front. The combat action of a rear guard is generally that of a withdrawing unit. Usually, elements do not move toward the enemy to reinforce subordinate units, but the larger element occupies a delaying position to cover the withdrawal of the subordinate element which has become engaged. Unless the security of the main body requires stubborn resistance, the rear guard avoids close combat and withdraws successively from position to position as the enemy approaches. In either an advance or a retirement, the normal movement of the rear guard is by bounds. The distances between elements of the rear guard vary in accordance with the situation, the terrain, and visibility conditions. They correspond generally with the distances between similar elements of the advance guard. Contact between elements is maintained in the same manner as in the advance guard. The commander of each element normally marches at the rear of his unit. However, he goes wherever his duties require.

SECTION IV

FLANK GUARDS

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Methods of flank patrolling	8–36	343

8–35 MISSION.—The flank guard protects a moving command from enemy ground observation and surprise action on the flank and, in the event of an attack in force, provides the necessary time and space for the deployment of the main body.

8–36 METHODS OF FLANK PATROLLING.—Flank guards may be employed in three ways:

a. Occupying a single flank position.—If there is only a single avenue of hostile approach from a threatened flank, the flank guard occupies a position which covers that route. It remains in that position until the column has passed, at which time it joins the rear of the column.

b. Occupying a series of flank positions.—When several dangerous localities must be passed during the march, the flank guard may occupy several of these positions simultaneously, moving forward in "leap frog" fashion. As the tail of the column passes one danger spot, the element of the flank guard occupying that position may be advanced to the next unoccupied position to be blocked (fig. 2). This simultaneous occupation of a series of flank positions continues as long as the terrain and the situation demand. The flank guard reassembles after the tail of the main body has passed a prescribed location, or at a specified time. It rejoins the main body as soon as practicable.

c. Moving parallel to the main body.—When a route exists generally parallel to the line of march, and flank protection is required, the flank guard may march parallel to the main body. It may also be distributed in small detachments, over sufficient depth to the flank to resist an attack at various points along the flank of the main body. Depending on the terrain and situation, the employment of an additional unit in conjunction with flank guards may be advisable.

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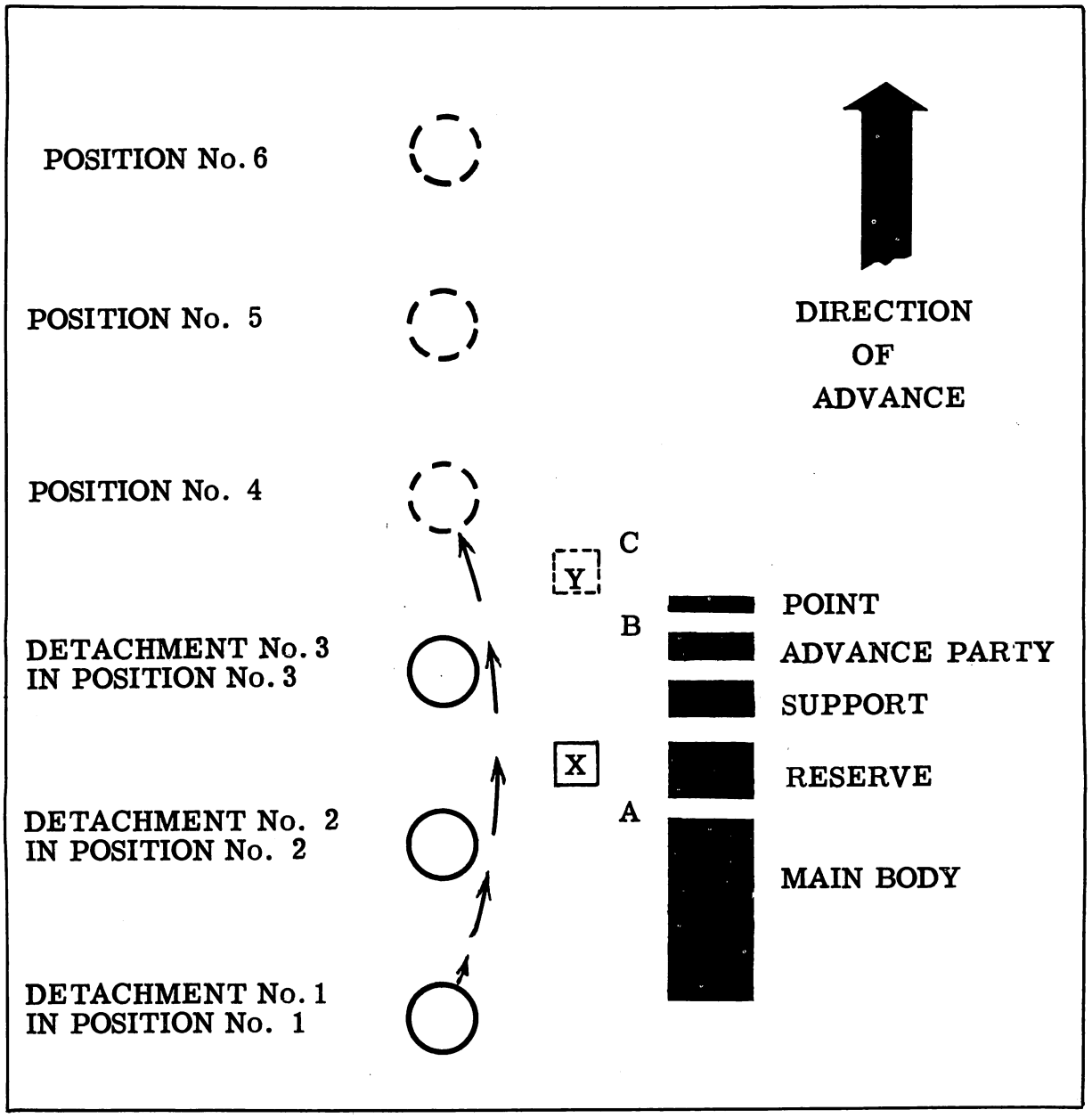

FIGURE 2.—Employment of flank guard simultaneously occupying a series of flank positions—schematic diagram.

Detachment No. 1 moves to position No. 4 when tail of main body reaches A.
Detachment No. 2 moves to position No. 5 when tail of main body reaches B.
Detachment No. 3 moves to position No. 6 when tail of main body reaches C.
Support at X remains near center of detachment location and between detachments and the column.
With an adequate road net, support at X (displacement position Y) may be omitted and detachments are correspondingly reinforced in strength and number.

SECTION V

OUTPOSTS

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Elements of a combat outpost	8–40	346
Relief	8–41	346

8–37 GENERAL.—*a.* An outpost is a security detachment distributed at some distance from the main body of troops, while at a halt, in camp or bivouac, or in battle position. Its purpose is to protect friendly forces from observation and surprise by the enemy.

b. Enemy capabilities, terrain, and the location of the main body determine the location and nature of the outpost.

c. The strength and composition of an outpost vary with the distance, mobility, armament, and attitude of the enemy; the terrain; the time of day; the size of command to be secured; the degree of resistance desired; and the special tasks assigned.

8–38 MISSION.—The primary mission of an outpost is security. This mission is accomplished by:

a. Reconnaissance.

b. Observing and reporting information relating to the activity of the enemy.

c. Preventing the enemy from gaining information.

d. Giving warning of a hostile attack.

e. Deceiving the enemy as to the location of the main body or the battle position.

f. Developing enemy dispositions and delaying the hostile attack to allow the commander of the force to prepare for combat.

8–39 CLASSIFICATION.—Outposts are of the following types: *a. General outpost.*—(1) A general outpost normally is established on orders from the division commander. He prescribes the location, the general composition, and the units responsible for the organization of the general outpost.

(2) The mission of the general outpost is to delay and disorganize the advance of the enemy; and to deceive him as to the true location of the battle position.

(3) The general outpost consists of security elements, a line of support, and a reserve. The security elements may consist of patrols, detached posts, sentinels, and outguards. The support is the principal echelon of resistance of the outpost. The general outpost is usually established from 2,000 to 6,000 yards forward of the main line of resistance.

b. Combat outpost.—(1) A combat outpost covers the foreground of the battle position. It is normally established by the front line regiments and lies between the general outpost and main line of resistance. In the case of a naval landing party battalion operating alone, it would be the foremost element of the command.

(2) The mission of the combat outpost is to delay and disorganize the advance of the enemy and to deceive him as to the true location of the battle position. In accomplishing this mission it inflicts the maximum casualties on the enemy without engaging in close combat.

(3) The regimental (or battalion, if operating alone) commander normally prescribes the general location, strength, and composition of the combat outpost. It is usually established from 800 to 2,000 yards forward of the main line of resistance. Personnel to man the combat outpost may be drawn from the reserve battalion (company) or from the front-line units, depending upon the requirements and the tactical situation.

(4) The commander normally controls the combat outpost, coordinating its actions with his own and adjacent units.

(5) The general line selected for the combat outpost should afford long-range observation. It should be far enough forward to deny the enemy close ground observation of the battle position.

(6) The combat outpost is usually organized

in one echelon as a series of outguards with appropriate sentinels and patrols. It maintains contact with security forces to the front (if any) and flanks, and with the battle position (fig. 3).

(7) Elements of the reserve company normally man a combat outpost which is established by a front-line battalion. If the outpost is established less than 800 yards from the battle position the battalion commander may order front-line companies to outpost their respective fronts. The combat outpost for each battalion varies in size. It ranges from a platoon to a rifle company reinforced with machine guns and naval gunfire spotters, if available.

8–40 ELEMENTS OF A COMBAT OUTPOST.—*a Outguards.*—An outguard varies in strength from four men to a platoon, depending on its location and the number of sentinels it is to furnish. Outguards must be ready for action at all times. Although their primary mission is observation, they will normally fire on small hostile reconnoitering groups.

b Sentries.—Sentries to observe to the front of an outpost position are furnished by the outguards. These sentries have the mission of discovering hostile activity, giving the alarm in case of attack, and carrying out other orders specifically prescribed for their posts. Sentries are generally posted in pairs.

c. Patrols.—Outposts conduct reconnaissance within the limits required by their security mission. Patrols execute reconnaissance in advance of the line of sentinels and in areas not covered by sentinels. Patrols also maintain contact between elements of the outposts. Patrolling in front of the line of observation is increased at night or during periods of low visibility. Night patrolling requires systematic organization, careful preparation, and coordination.

8–41 RELIEF.—The outpost of a small command is usually relieved daily. That of a large force may remain on duty for several days. An outpost should not be relieved when a hostile attack is probable since new troops might not have time to organize and become familiar with the terrain and situation before being engaged.

TABLE 1.—*Composition of advance guards*

Main body	Advance guard, total	Subdivisions of advance guard			
		Reserve	Support		
			Support proper	Advance party	Point
Battalion (less 1 company)	1 company	None	1 rifle company (less advance party).	1 platoon plus 1 section machine guns (less point).	1 squad.
Company (less 1 platoon)	1 platoon plus 1 section machine guns.	do	None	do	Do.
Platoon (less 1 squad)	1 squad	do	do	None	Do.

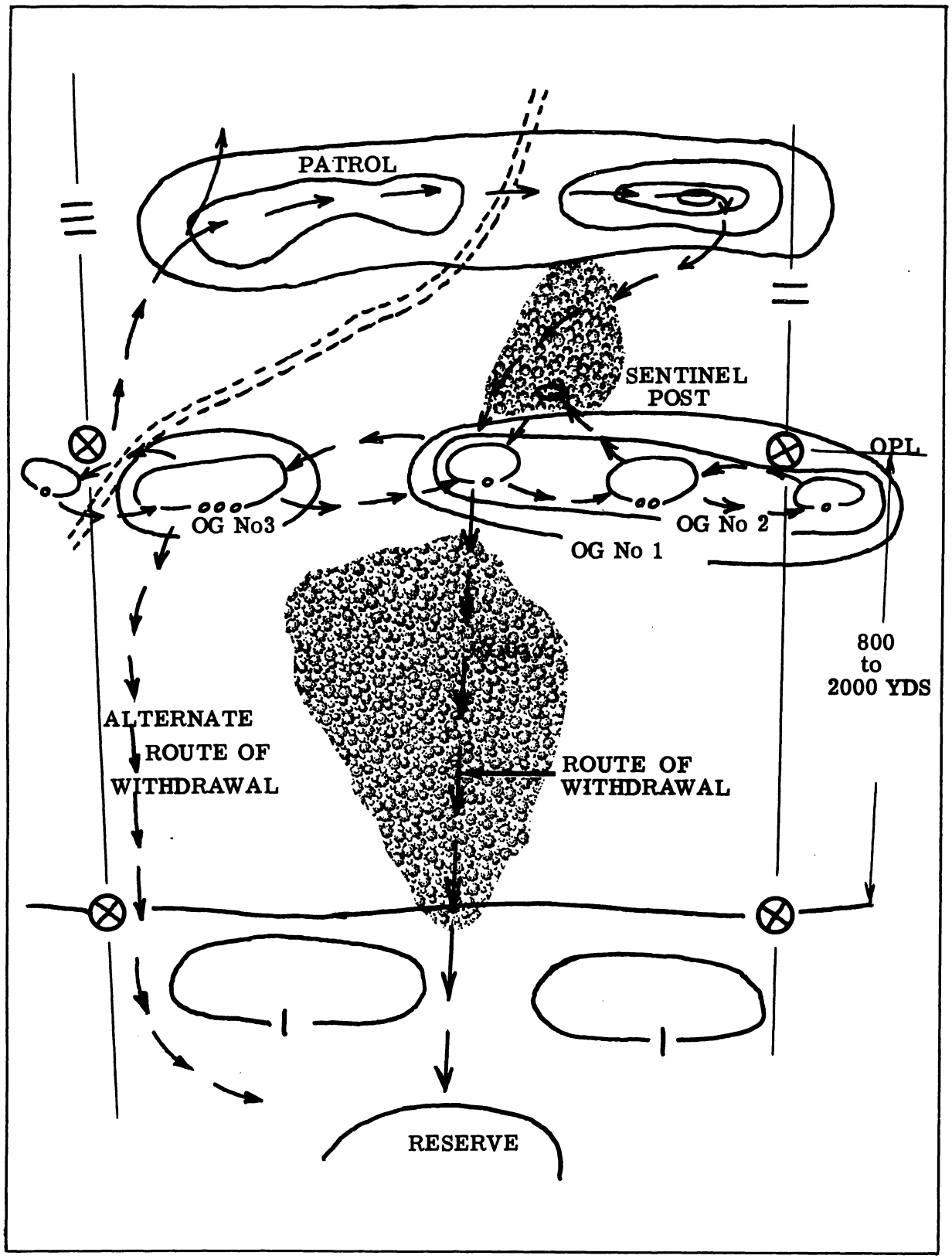

FIGURE 3.—Combat outpost (schematic).

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 9

BASIC COMBAT TECHNIQUES

CHAPTER 9

BASIC COMBAT TECHNIQUES

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SECTION I

GENERAL

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9–1 PURPOSE.—The purpose of this chapter is to acquaint the individual with the basic techniques of combat which are essential to the practical application of the principles of small unit tactics considered in chapter 10.

SECTION II

COMBAT FORMATIONS

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9–2 GENERAL.—*a.* When the situation, terrain, or hostile activity does not permit close formation, the squad adopts an open formation; that is, it deploys. Deployment is executed on signals or commands given by the squad leader or fire team leader. Standard formations for this deployment are:

(1) For the fire team:
(*a*) Column.
(*b*) Wedge.
(*c*) Echelon.
(*d*) As skirmishers.
(2) For the squad:
(*a*) Column.
(*b*) Wedge.
(*c*) V.
(*d*) Echelon.
(*e*) Line.

b. Initial formations are usually ordered by the platoon commander for the squads, and by the squad leaders for the fire teams. Thereafter, each leader will determine his unit's formation after giving consideration to the mission, the terrain, and the location and strength of the enemy.

c. All movement incident to changes of formation will be by the shortest practicable route. Full advantage will be taken of available cover and concealment. Backward and lateral movement will be avoided whenever possible. Visual contact must be maintained within the fire team and between fire team leaders and squad leaders.

d. Use of formations.—(1) The formations of the squad or fire team may be changed by the squad leader to reduce casualties from hostile fire, to present a less vulnerable target, or to negotiate difficult or exposed terrain. Formation changes in varying or rough terrain will be frequent to enable the squads to pass over obstacles such as rivers, swamps, jungles, woods, and sharp ridges.

(2) The relative position of the fire teams within squad formations should be such that they will not mask one another's fire on the enemy. It is not important that exact distances and intervals be maintained between fire teams and individuals as long as control is not lost.

9–3 POSITIONS OF INDIVIDUALS.—*a. The squad leader.*—The squad leader is not restricted to any given position. He places himself where he can best observe and control the squad, and maintain contact with the platoon commander.

b. The fire team leader.—The fire team leader places himself where he can best observe and control the fire team, and receive the orders of the squad leader. The fire team leader is normally in a position next to his automatic rifleman so he can quickly and effectively exercise control of that weapon.

c. The automatic rifleman.—The automatic rifleman should be near the fire team leader in a position where he can deliver effective fire immediately on the enemy and still have protection of a rifleman.

d. The assistant automatic rifleman.—The assistant automatic rifleman should be adjacent to or behind the automatic rifleman so he can effectively supply ammunition and assist the automatic rifleman maintain maximum fire power. He replaces the automatic rifleman if the latter is a casualty. He coordinates both his position and movement with those of the automatic rifleman.

e. The rifleman.—The rifleman should be employed at that place in the fire team formation which is most threatened by enemy action or probable enemy action. If the fire team is moving toward the enemy, he should be in the foremost position; if withdrawing, at the rear. If the fire team is on an exposed flank, he should be in position within the fire team on that flank. He is the fire team's security element.

9–4 HIGHER UNITS.—Combat formations of higher units (platoon, company, battalion, etc.) are based on the combat formations of the squad. The use of formations by higher units, as with the squad, is dictated by terrain and the situation.

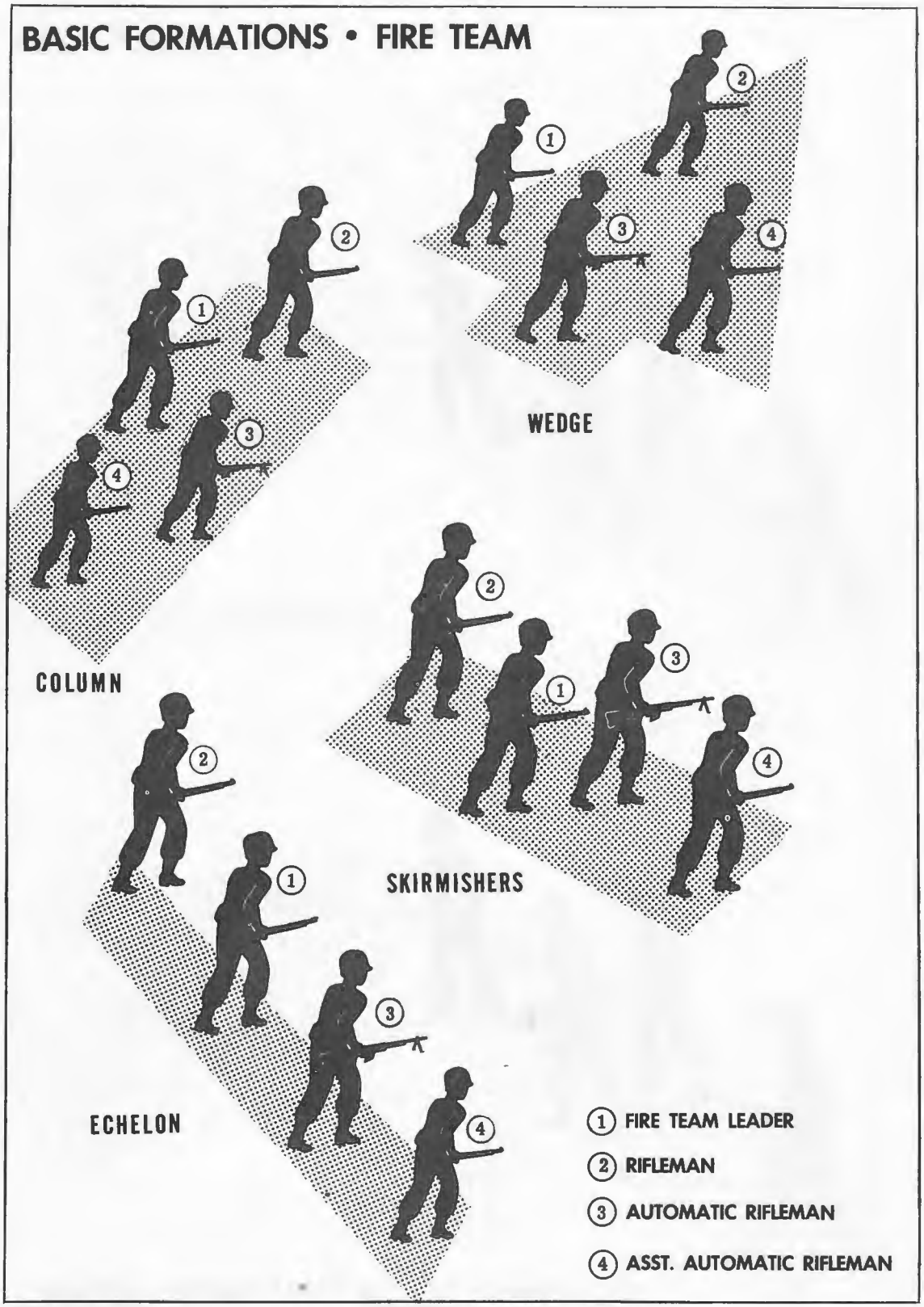

FIGURE 1.—Basic formations, fire team.

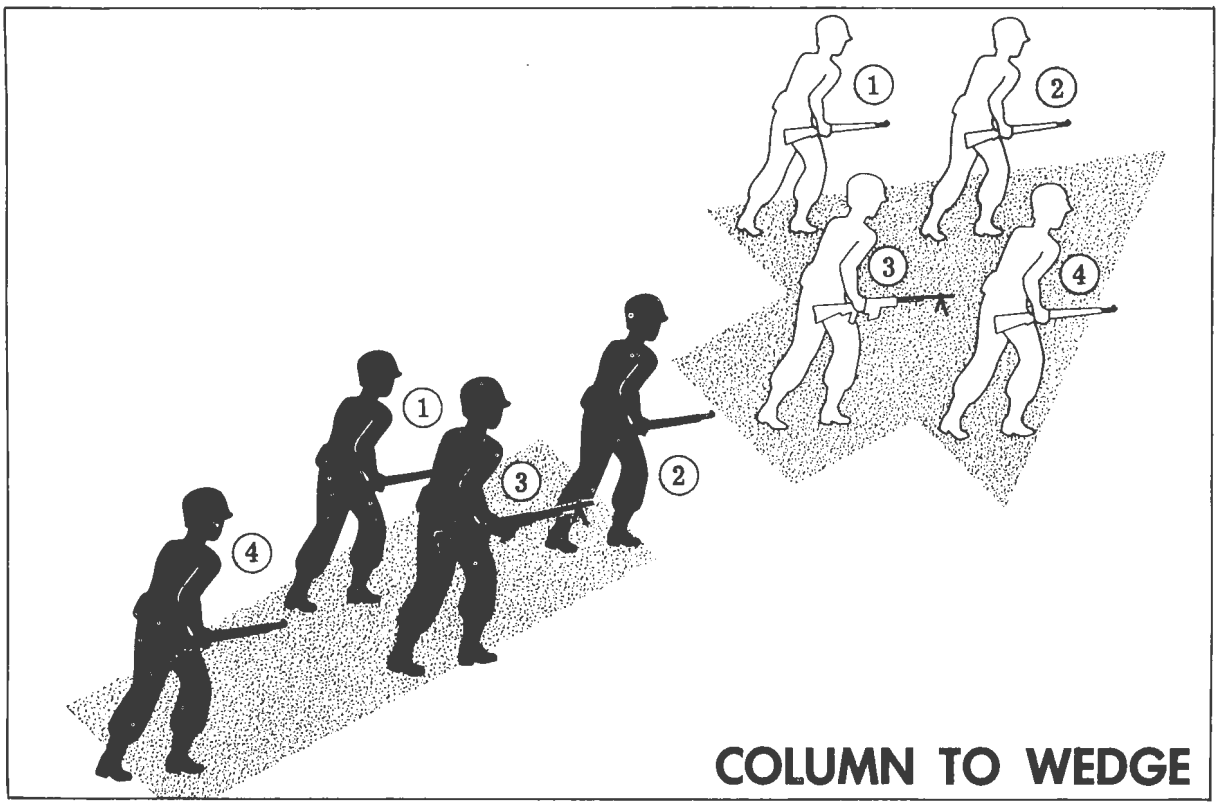

FIGURE 2.—Column to wedge.

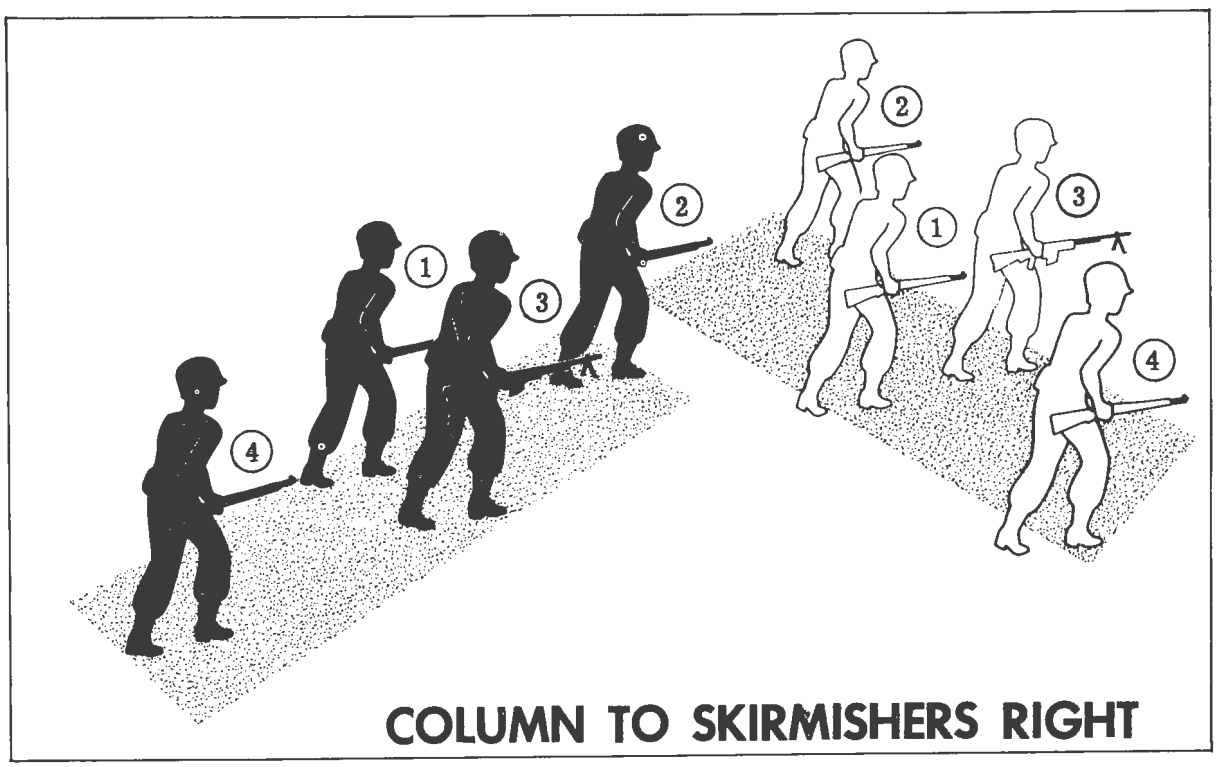

FIGURE 3.—Column to skirmishers right.

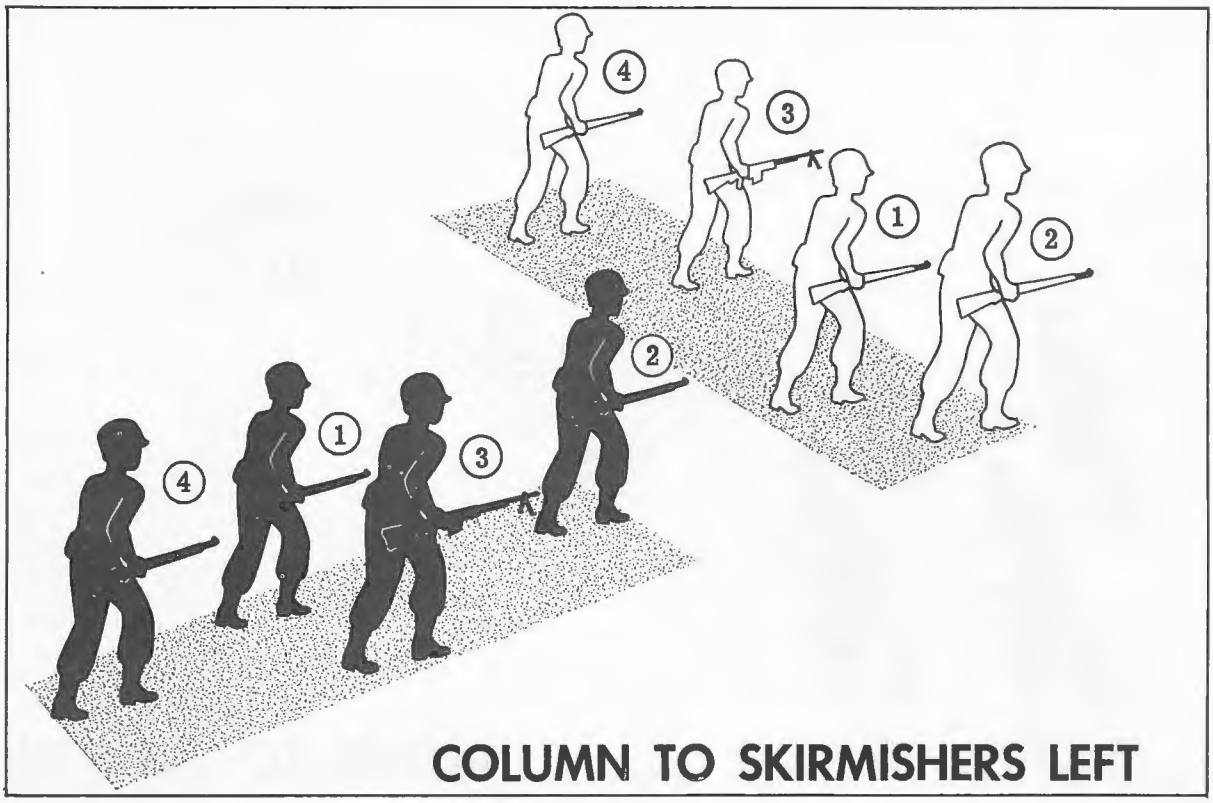

FIGURE 4.—Column to skirmishers left.

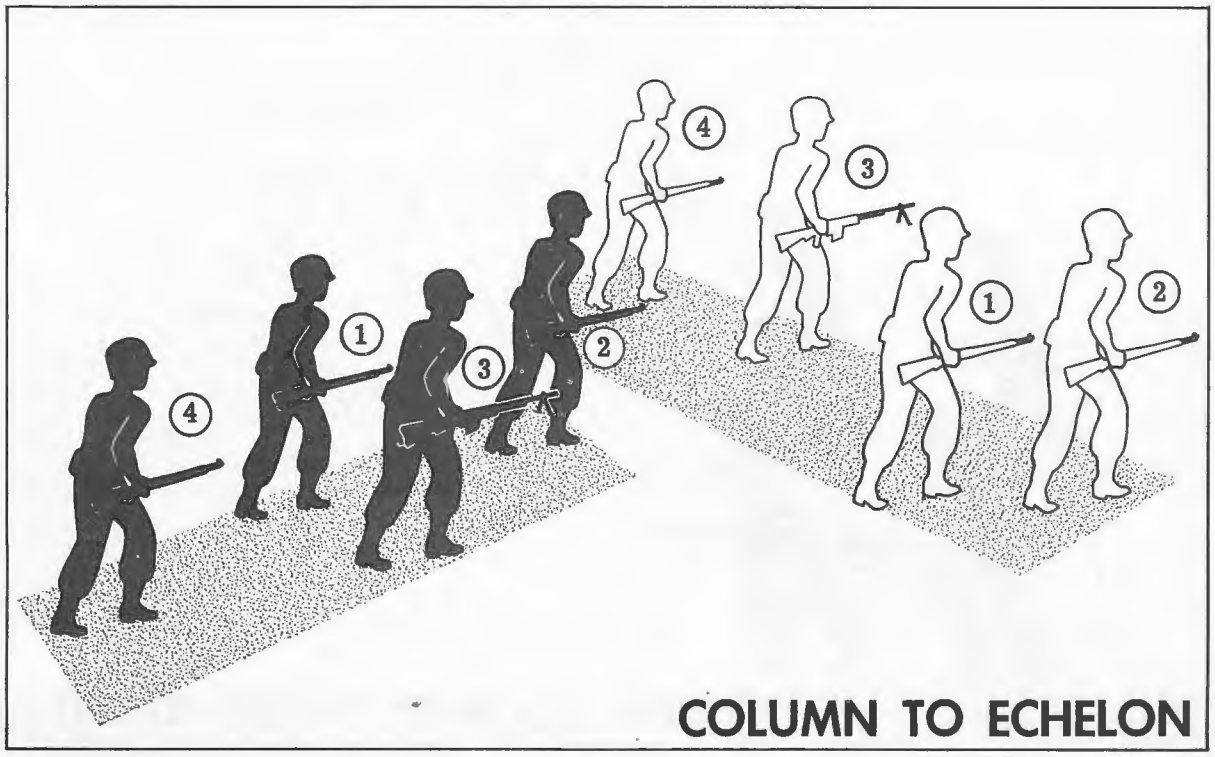

FIGURE 5.—Column to echelon.

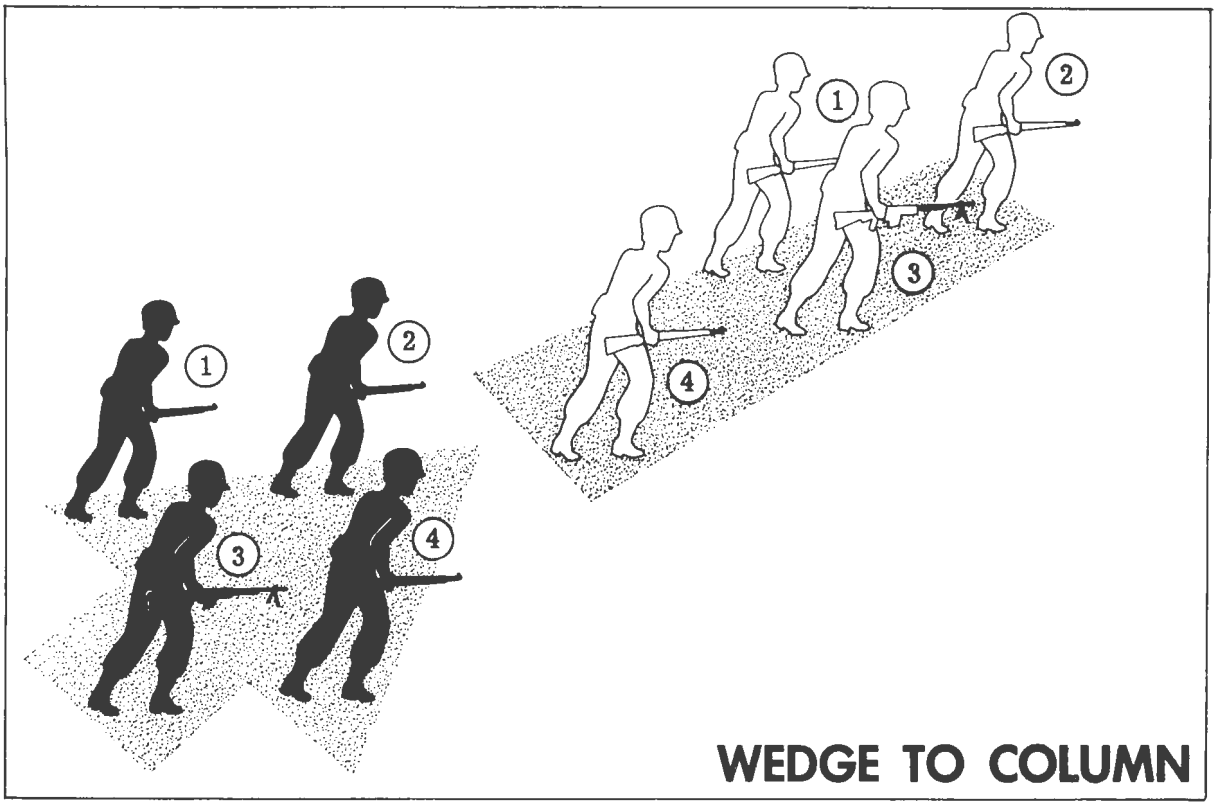

FIGURE 6.—Wedge to column.

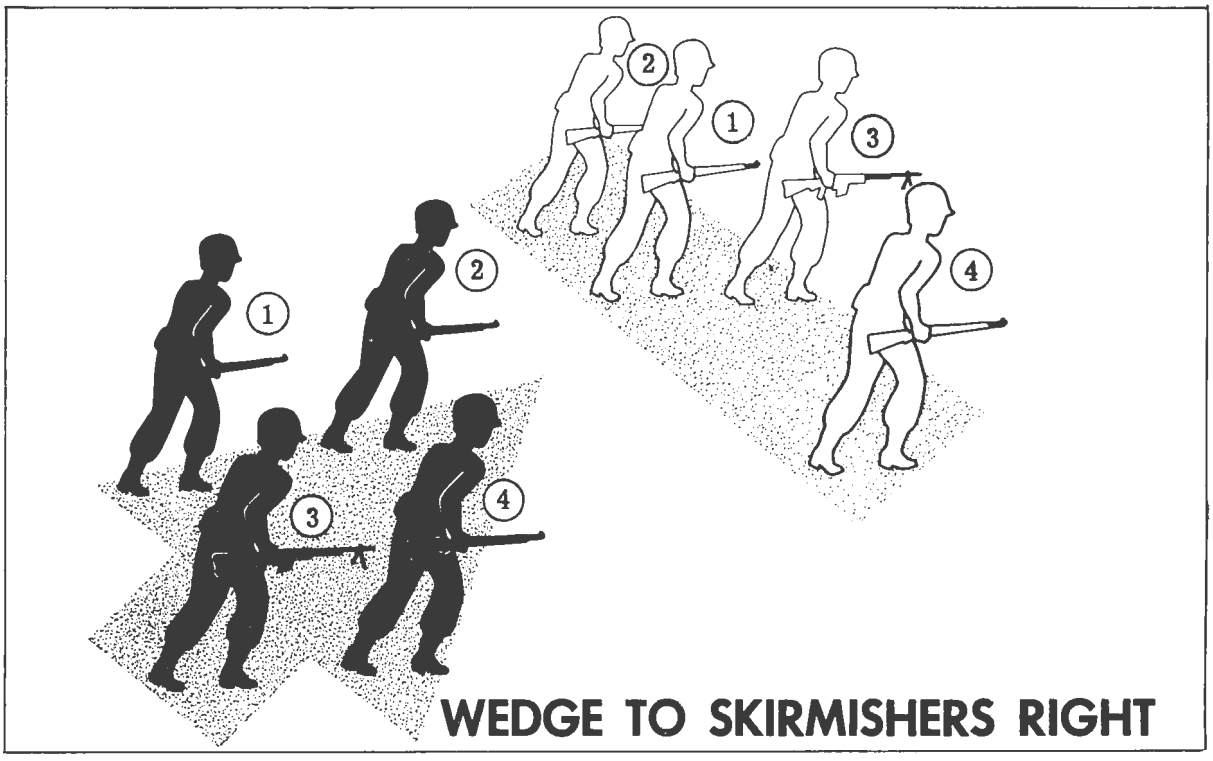

FIGURE 7.—Wedge to skirmishers right.

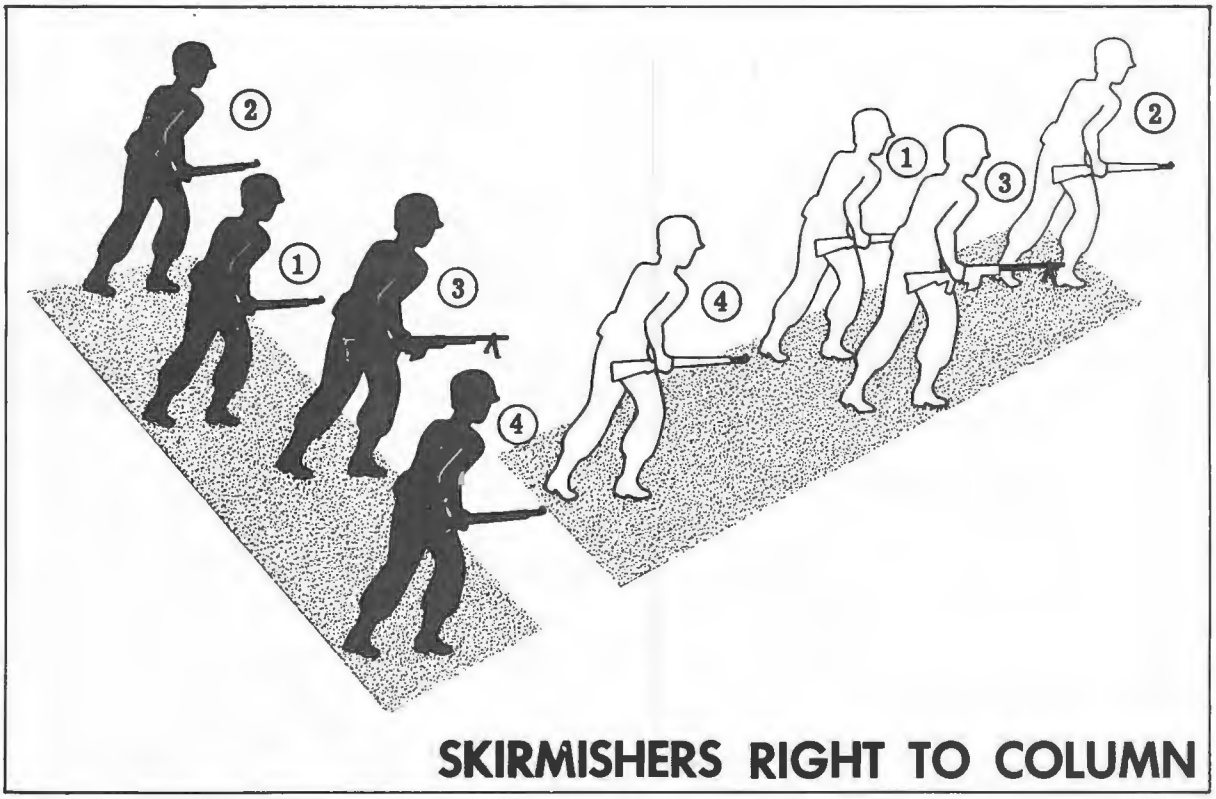

FIGURE 8.—Skirmishers right to column.

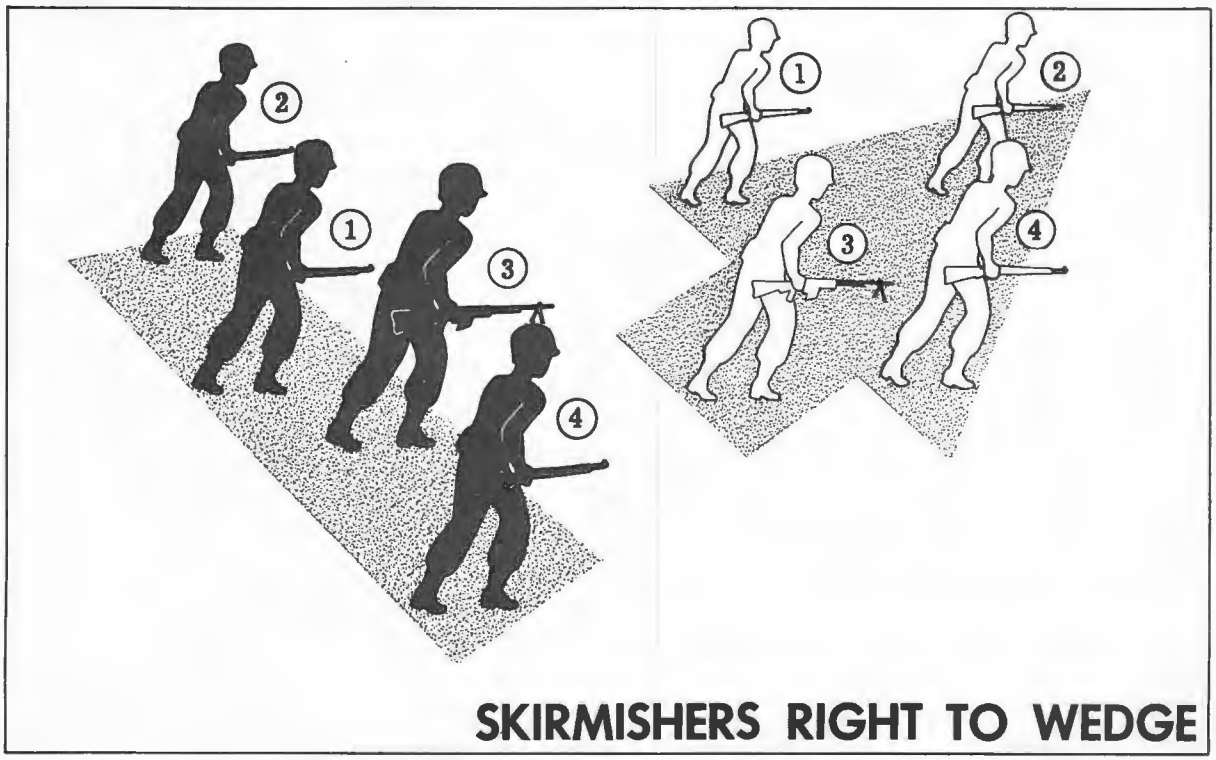

FIGURE 9.—Skirmishers right to wedge.

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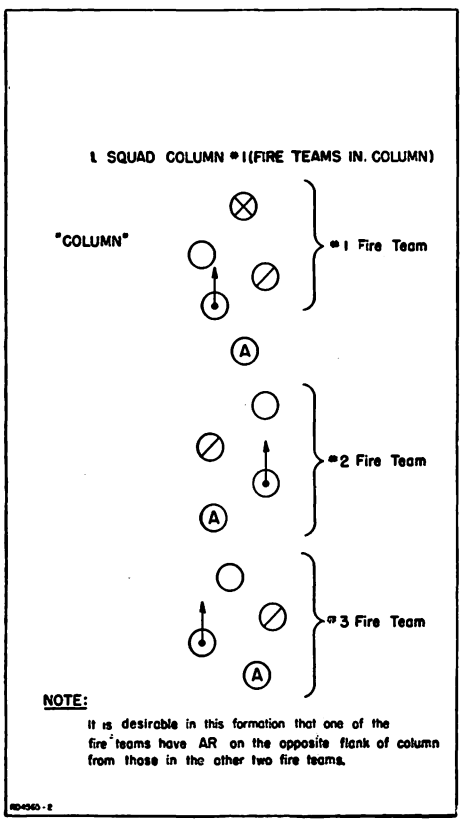

FIGURE 10.—Squad column, fire teams in column.

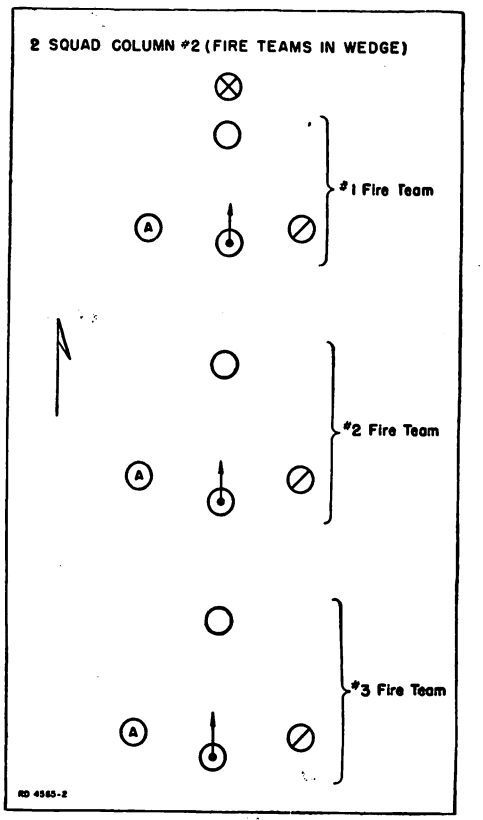

FIGURE 11.—Squad column, fire teams in wedge.

Squad leader ⊗
Fire team leader ⊘
Automatic rifleman (AR) ⊙
Assistant automatic rifleman Ⓐ
Rifleman ○

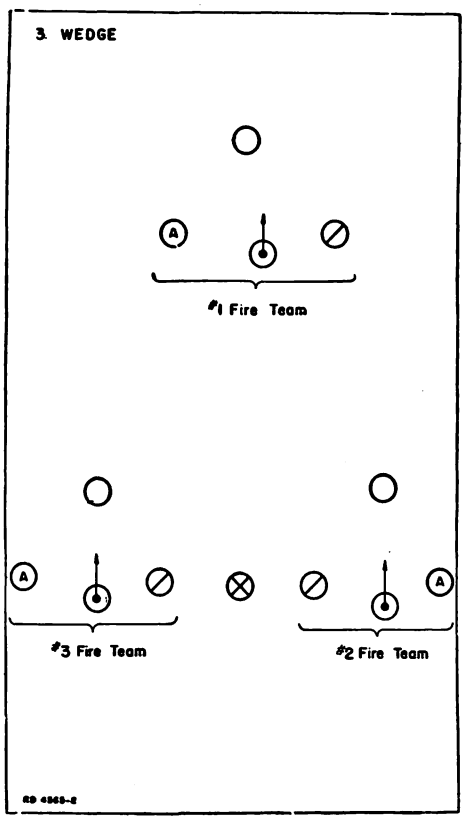

FIGURE 12.—Wedge.

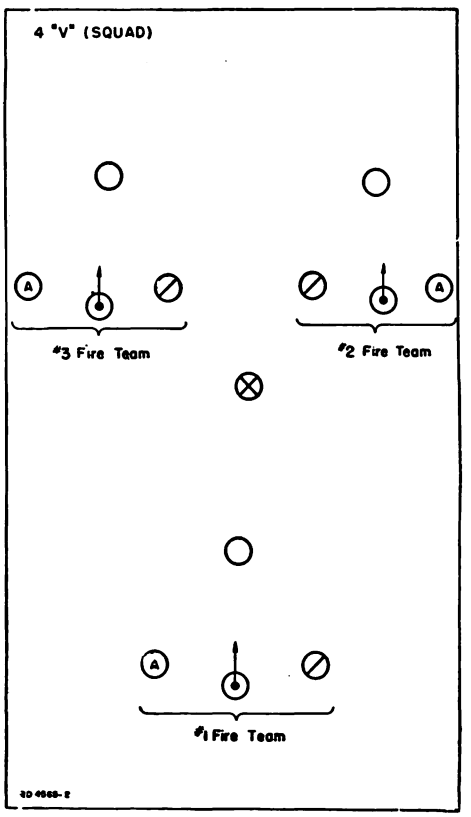

FIGURE 13.—Squad V.

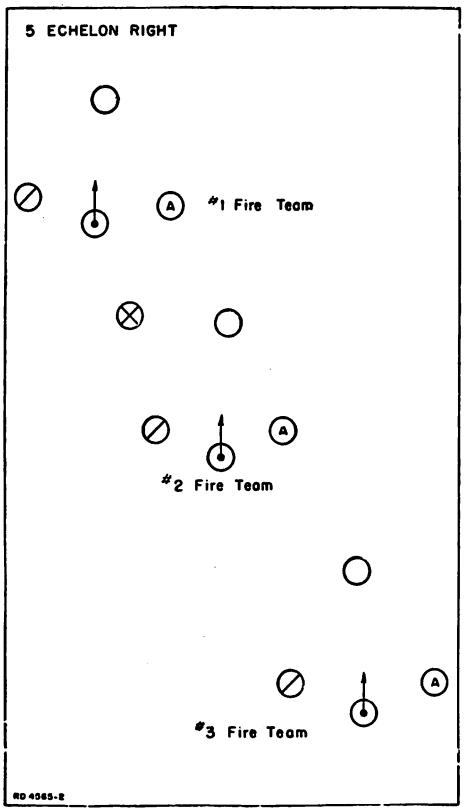

FIGURE 14.—Echelon right.

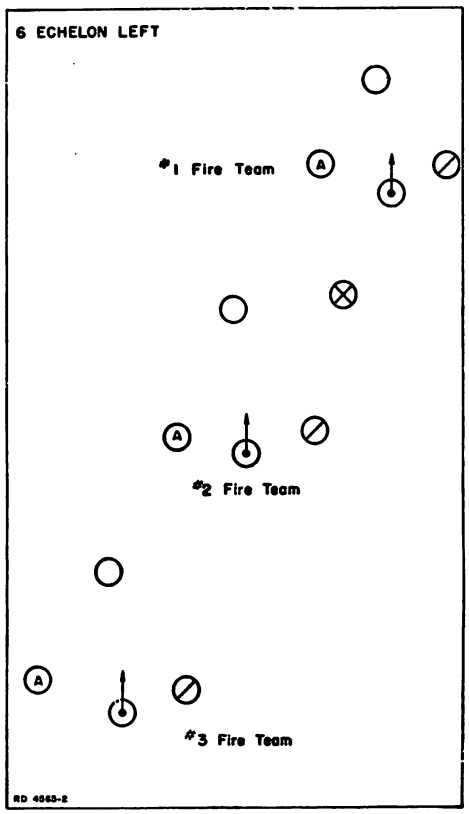

FIGURE 15.—Echelon left.

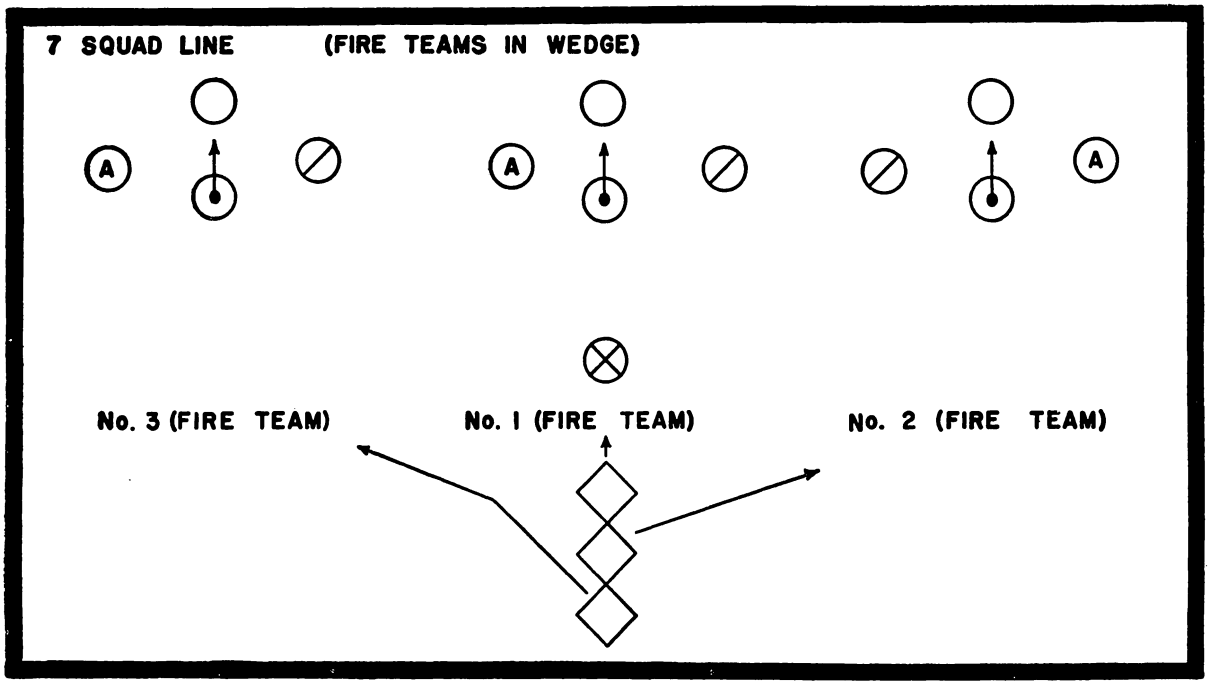

FIGURE 16.—Squad line, fire teams in wedge.

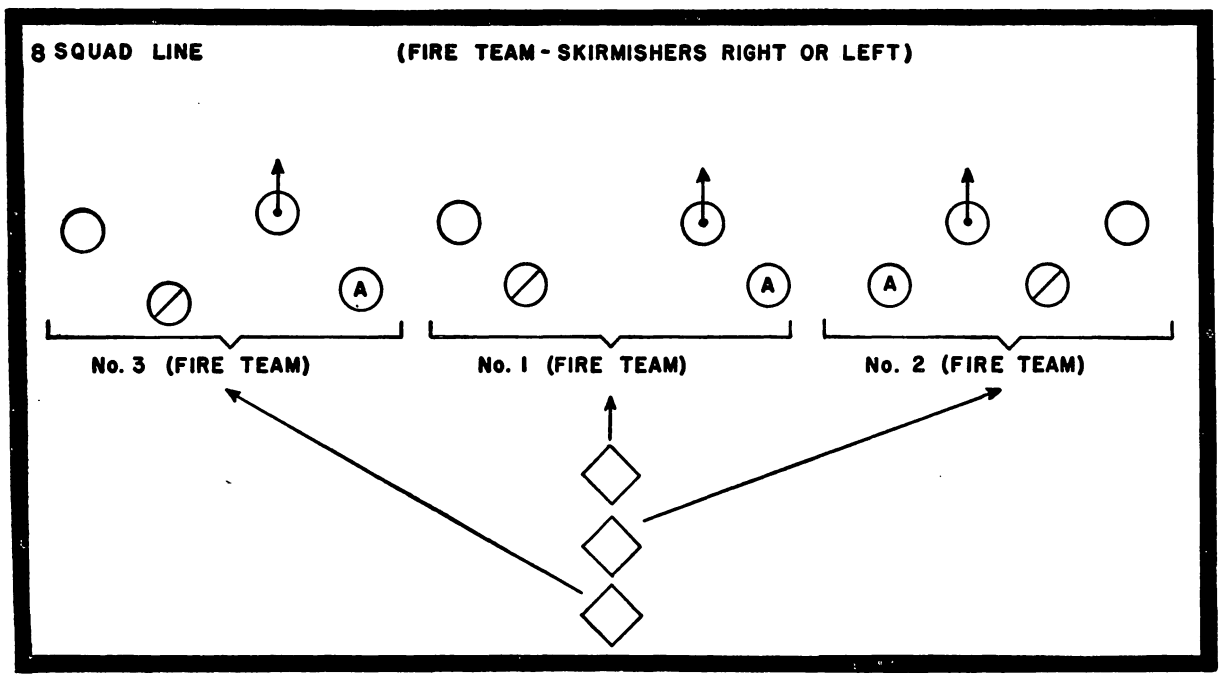

FIGURE 17.—Squad line, skirmishers right and left.

SECTION III

COMBAT SIGNALS

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9–5 GENERAL.—Signals are used to transmit commands or information when voice communication is difficult or impossible, or when silence must be maintained. Signals may be whistle, special, or arm-and-hand.

9–6 WHISTLE SIGNALS.—Too many whistle signals cause confusion. In usual situations, the following only will be used:

a. Attention to orders.—One short blast is used to fix the attention of troops on their commanders and leaders preparatory to giving commands, orders, or other signals. Upon hearing this short blast, leaders fix their attention on their respective leaders.

b. Cease firing.—One long blast is the order to cease firing. The signal will be verified at once by an arm-and-hand signal or by some other means.

c. Hostile aircraft or mechanized vehicle.—Three long blasts repeated several times, indicate the approach of hostile aircraft or mechanized vehicles.

9–7 SPECIAL SIGNALS.—*a.* Special signals cover all the special methods and devices used to transmit commands or information. Rifle shots or automatic rifle bursts may be used provided the entire command is acquainted with their meanings and the sound is distinct enough to be easily heard. The squad leader operating at night may find the use of raps on his helmet or rifle effective. Halt, danger, move forward, assemble here, and other orders can be given in this manner. These signals must be determined and rehearsed prior to use. Various pyrotechnic and smoke signals may be designated as signals to attack, withdraw, mark front lines, and indicate targets.

b. The following signals will be used by observers of all arms and services to transmit warning of the approach or presence of hostile aircraft or mechanized vehicles:

(1) Three long blasts of a whistle, vehicular horn, siren or klaxon repeated several times.

(2) Three equally spaced shots with rifle or pistol.

(3) Three short bursts of fire from automatic small arms.

c. In daylight, the individual giving the signal points toward impending danger; at night the alarm signal will be supplemented by voice warning to indicate the direction.

d. This enumeration does not exhaust the possibilities for special signals, but merely mentions a few. Leaders may exercise their ingenuity to devise others.

9–8 ARM-AND-HAND SIGNALS.—*a.* Explanations and diagrams of standard arm-and-hand signals are given below.

b. Subordinate leaders should repeat signals to their units whenever necessary to insure the signal has been received by all concerned.

c. A second signal should not be given before the first one has been executed.

d. If a movement is to be executed by a particular subordinate unit or units of a command, a signal designating the unit or units will precede the signal for the movement.

e. If desired that a movement be executed in unison, the signal for the movement should be followed by the signal "Ready." After the "Ready" signal is acknowledged, the movement is executed simultaneously when the arm is lowered.

f. Signals requiring a change of direction have no connection with the direction in which the person rendering the signal is facing. Direction of movement is indicated by the direction in which the arm of the signaler points.

(1) *Decrease speed (vehicles); quick time (dismounted troops).*—Extend the arm horizontally sidewards, palm to the front, and wave arm

downward several times, keeping the arm straight. Arm does not move above horizontal (fig. 18).

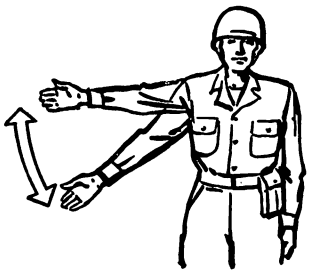

FIGURE 18.—Decrease speed (vehicles); quick time (dismounted troops).

(2) *Column right (left).*—Raise the arm that is on the side toward the new direction laterally until horizontal, palm to the front, arm and hand extended (fig. 19).

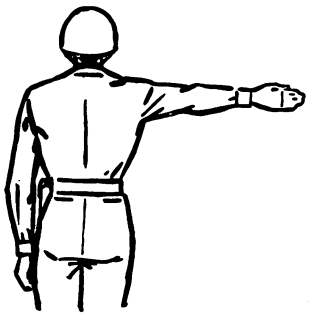

FIGURE 19.—Column right (left).

(3) *Assemble.*—Raise the hand vertically to the full extent of the arm, fingers extended and joined, and describe large horizontal circles with the arm and hand (fig. 20).

FIGURE 20.—Assemble.

(4) *Fix Bayonets.*—Simulate the movement of the right hand in fixing a bayonet on rifle from the pack, even though the bayonet is no longer worn there (fig. 21).

FIGURE 21.—Fix bayonets.

(5) *Commence firing.*—Extend the arm in front of the body, waist high, palm down, and move it through a wide horizontal arc several times (fig. 22).

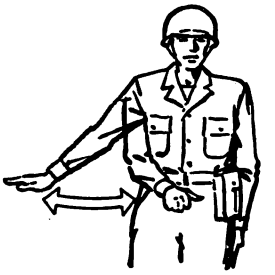

FIGURE 22.—Commence firing.

(6) *Fire faster.*—Execute rapidly the signal COMMENCE FIRING (fig. 22). For machine guns, a change to the next higher rate of fire is required.

(7) *Fire slower.*—Execute slowly the signal COMMENCE FIRING (fig. 22). For machine guns, a change to the next lower rate of fire is required.

(8) *Cease firing.*—Raise the forearm in front of the forehead, palm to the front, and swing it up and down several times in front of the face (fig. 23).

FIGURE 23.—Cease firing.

(9) *Leaders, join me.*—Extend an arm toward the leaders and beckon the leaders (fig. 24).

FIGURE 24.—Leaders, join me.

(10) *Right (left) flank (vehicles, craft or individuals turning simultaneously).*—Extend both arms in direction of desired movement (fig. 25).

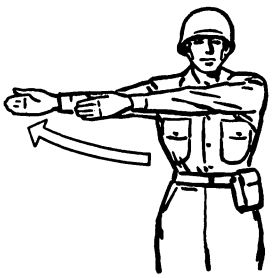

FIGURE 25.—Right (left) flank (vehicles, craft, or individuals, turning simultaneously).

(11) *Wedge.*—Extend both arms downward and to the sides at an angle of 45 degrees below the horizontal (fig. 26).

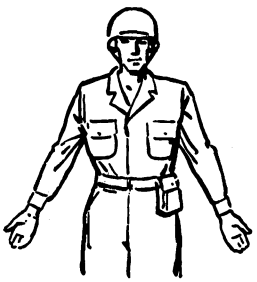

FIGURE 26.—Wedge.

(12) *Shift.*—Point to individuals or units concerned. Then beat on chest simultaneously with both fists (fig. 27).

FIGURE 27.—Shift.

(13) *Enemy in sight.*—Hold the rifle horizontally above the head with the arm or arms extended (fig. 28).

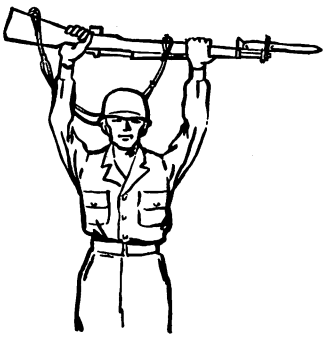

FIGURE 28.—Enemy in sight.

(14) *Range.*—Extend the arm fully toward the leader or men for whom the signal is intended with fist closed. Open the fist, exposing one finger for each 100 yards of range (fig. 29).

FIGURE 29.—Range.

(15) *Are you ready?*—Extend the arm toward the leader for whom the signal is intended, hand raised, fingers extended and joined, palm toward the leader (fig. 30).

(16) *I am ready.*—Execute the signal ARE YOU READY? (Fig. 30).

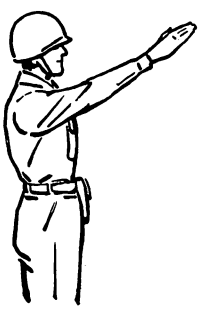

FIGURE 30.—Are you ready?

(17) *Platoon.*—Extend both arms forward toward the leader(s) or unit(s) for whom the

signal is intended, palms down, and describe large vertical circles with the hands (fig. 31).

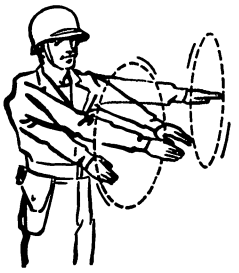

FIGURE 31.—Platoon.

(18) *Form column.*—Raise either arm to the vertical position. Drop the arm to the rear, describing complete circles in a plane perpendicular to the body. The signal may be used to indicate either a troop or vehicular column (fig. 32).

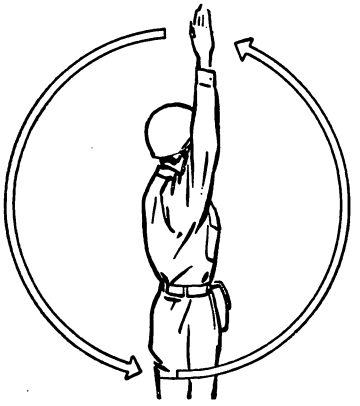

FIGURE 32.—Form column.

(19) *Vee.*—Extend arms at an angle of 45° above the horizontal forming the letter V with arms and torso (fig. 33).

FIGURE 33.—Vee.

(20) *Echelon right (left.)*—Face the unit(s) being signaled and extend the arm in the direction in which the unit(s) is to be echeloned, downward to the side at an angle of 45° below the horizontal, palm to the front; extend the other arm upward and to the side at an angle of 45°, palm to the front (fig. 34).

FIGURE 34.—Echelon right (left).

(21) *As skirmishers; skirmishers right (left).*—Raise both arms laterally until horizontal, arms and hands extended, palms to the front. If it is necessary to indicate right or left, swing the arm and hand on the side toward which the deployment is to be made, upward until vertical and back immediately to the horizontal position. Repeat swinging several times, holding the other arm and hand in the horizontal position until the signal is understood (fig. 35).

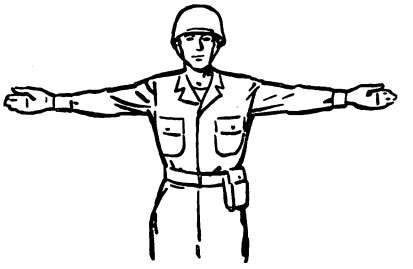

FIGURE 35.—As skirmishers; skirmishers right (left).

(22) *Man overboard.*—Extend the right arm vertically and execute complete circles in front of the body (fig. 36).

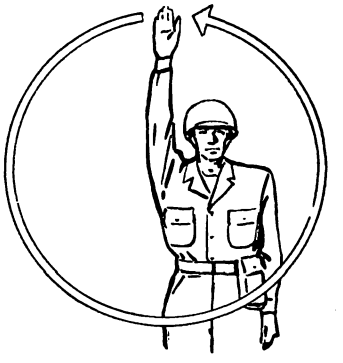

FIGURE 36.—Man overboard.

(23) *Fire team.*—Cross forearms above head (fig. 37).

FIGURE 37.—Fire team.

(24) *Squad.*—Extend the hand and arm toward the squad leader, palm of the hand down; distinctly move the hand up and down several times from the wrist, holding the arm steady (fig. 38).

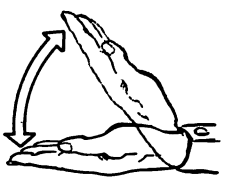

FIGURE 38.—Squad.

(25) *Close up.*—Start signal with both arms extended sideward, palms up, and bring palms together overhead momentarily. When repetition of this signal is necessary, the arms are returned to the starting position by movement along the front of the body (fig. 39).

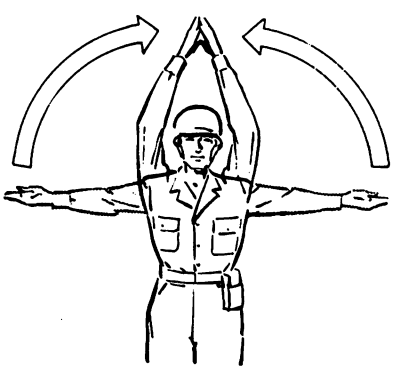

FIGURE 39.—Close up.

(26) *Open up; extend.*—Start signal with arms extended overhead, palms together, and bring arms to the horizontal position at the sides, palms down. When repetition of this signal is necessary, the arms are returned along the front of the body to the starting position and the signal is repeated until understood (fig. 40).

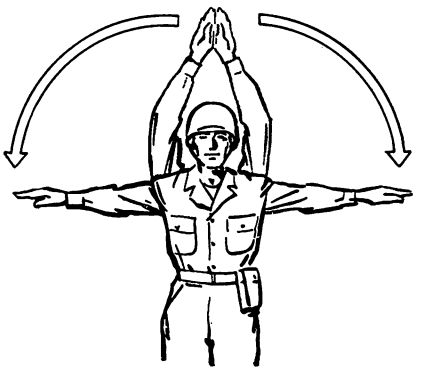

FIGURE 40.—Open up; extend.

(27) *Disregard previous command; as you were.*—Face the unit or individual being signaled, then raise both arms and cross them over the head, palms to the front (fig. 41).

FIGURE 41.—Disregard previous command; as you were.

(28) *Mount.*—With the hand extended downward at the side with the palm out, raise arm sideward and upward to an angle of 45° above the horizontal. Repeat until understood (fig. 42).

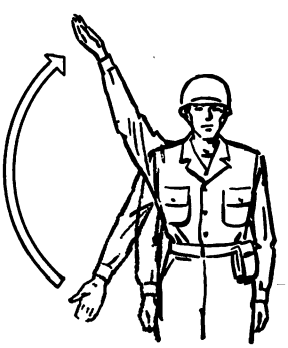

FIGURE 42.—Mount.

(29) *Disperse.*—Extend either arm vertically overhead; wave the hand and arm to the front, left, right, and rear, the palm toward the direction of each movement (fig. 43).

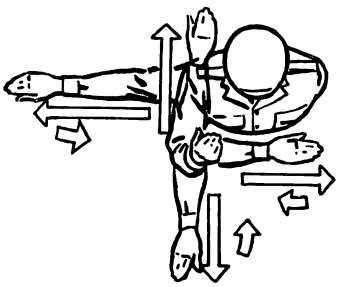

FIGURE 43.—Disperse.

(30) *I do not understand.*—Face toward source of signal. Raise both arms sidewards to the horizontal, bend both arms at elbows and place both hands across face, palms to the front (fig. 44).

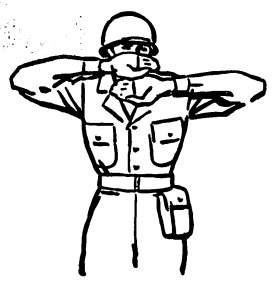

FIGURE 44.—I do not understand.

(31) *Attention.*—Extend the arm sideways, slightly above horizontal, palm to the front; wave toward the head several times (fig. 45).

FIGURE 45.—Attention.

(32) *Forward.*—To the right (left); to the rear (used when starting from a halt). Face and move in the desired direction of march; at the same time extend the hand vertically to the full extent of the arm, palm to the front, and lower the arm and hand in the direction of movement until horizontal (fig. 46).

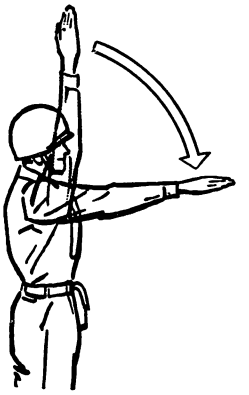

FIGURE 46.—Forward.

(33) *Halt.*—Carry the hand to the shoulder, palm to the front; then thrust the hand upward vertically to the full extent of the arm and hold it in that position until the signal is understood (fig. 47).

FIGURE 47.—Halt.

(34) *Dismount; down; take cover.*—Extend arm sideward at an angle of 45° above horizontal, palm down, and lower it to side. Repeat until understood (fig. 48).

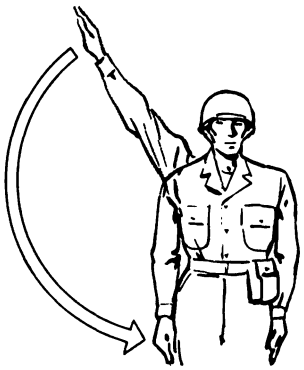

FIGURE 48.—Dismount; down; take cover.

(35) *Increase speed; double time.*—Carry the hand to the shoulder, fist closed; rapidly thrust the fist upward vertically to the full extent of the arm and back to the shoulder several times. This signal is also used to increase gait or speed (fig. 49).

FIGURE 49.—Increase speed; double time.

SECTION IV

TECHNIQUE OF FIRE—RIFLE AND MACHINE GUN

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9–9 DEFINITIONS.—*a.* The technique of fire is the application and control of the combined fire of a fire unit.

b. A rifle fire unit is a group of riflemen or automatic riflemen whose fire is under the immediate and effective control of a leader.

c. A machine gun fire unit is a machine gun section (two guns) under the immediate control of a section leader.

9–10 CHARACTERISTICS.—The fire of rifles and machine guns has the following characteristics:

a. Trajectory.—The trajectory is the curved path of the bullet in its flight through the air. Trajectory is influenced by three forces: velocity of the projectile, gravity, and air resistance. The farther the bullet travels, the greater becomes the curvature of this path. The highest point on this trajectory (maximum ordinate) is at a point approximately two-thirds of the range from the weapon to the target (fig. 50).

b. Danger space.—Danger space is the area between the weapon and the point of impact in which the bullet does not rise above a height of 68 inches, the average height of a man. At ranges up to 750 yards a caliber .30 M–2 bullet fired over level or uniformly sloping ground does not rise above this height. Danger space is therefore continuous. At ranges greater than 750 yards a portion of the trajectory is above this height and danger space is not continuous, but exists for a variable distance in front of the muzzle and in front of the point of impact where the bullet has again come within 68 inches of the ground. The length of these two zones of danger space is dependent upon the range (fig. 51).

c. Burst of fire.—A number of shots fired automatically with a single pressure on the trigger. For machine guns the number of shots in a burst depends upon several factors including the size and shape of the target, ground formation, and ammunition supply. For normal ground targets the number of rounds in each burst will vary from 6 to 10.

d. Dispersion.—When several bullets are fired from a rifle or a machine gun held in a fixed position there is a slight variation in the trajectories. This variation is due to differences in powder charge, weight of the bullet, atmospheric and wind conditions, and variations caused by the vibration of the weapon. This effect is known as dispersion. The several trajectories form a cone in the air with its apex at the muzzle of the weapon. This is known as the cone of dispersion or cone of fire (fig. 52).

e. Shot patterns.—When the cone of dispersion strikes a vertical target it makes a pattern known as the vertical shot pattern. This pattern is oval in shape. The pattern made on a horizontal target is known as the horizontal shot pattern or beaten zone. It is a long narrow ellipse (figs. 53 and 54).

f. Beaten zone.—The beaten zone is formed where the cone of dispersion (fire) strikes the ground. Its size and shape is determined by the range and the slope of the ground (figs. 54 and 55).

9–11 CLASSES OF FIRE.—Fire is classified with respect to the target, the ground, and the gun.

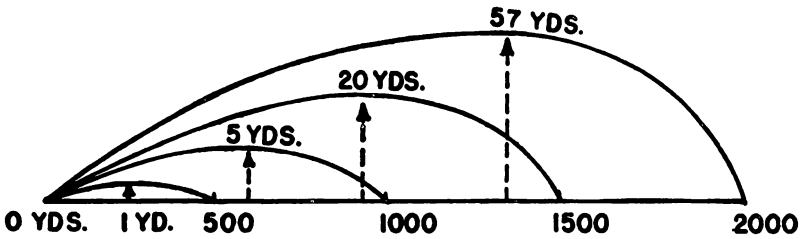

FIGURE 50.—Maximum ordinates for M-2 ball ammunition. (Vertical scale is 10 times the horizontal.)

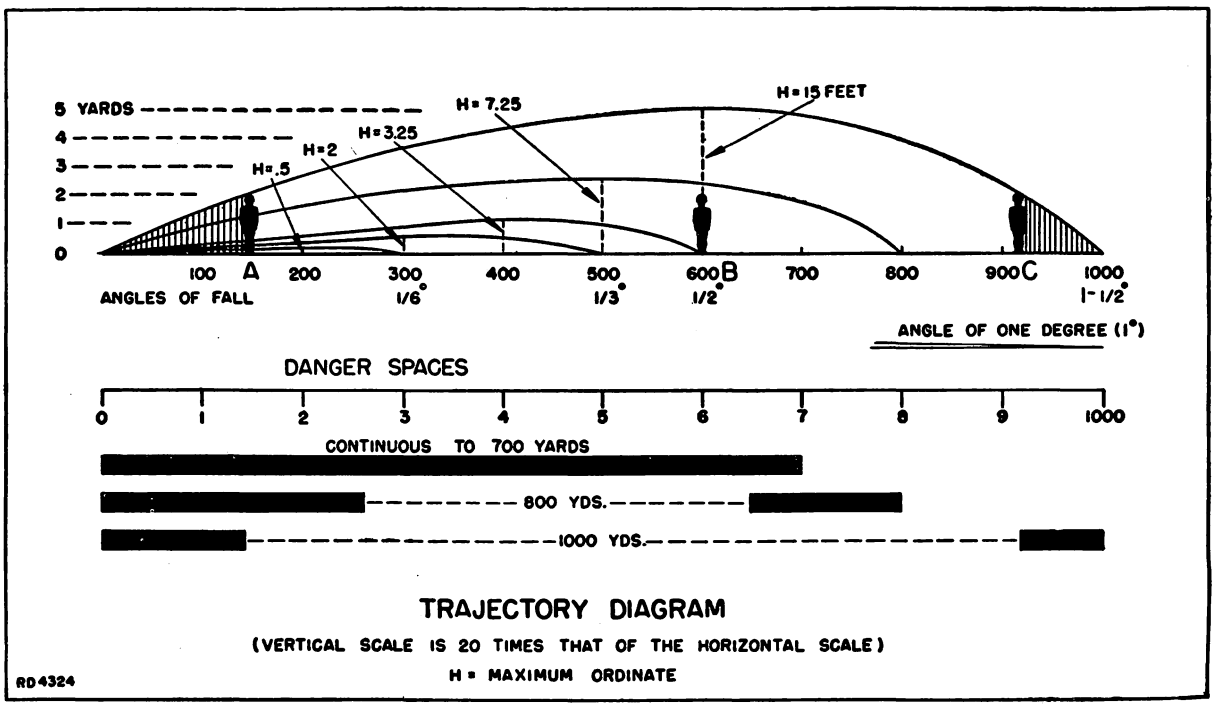

FIGURE 51.—Danger space at 1,000-yard range.

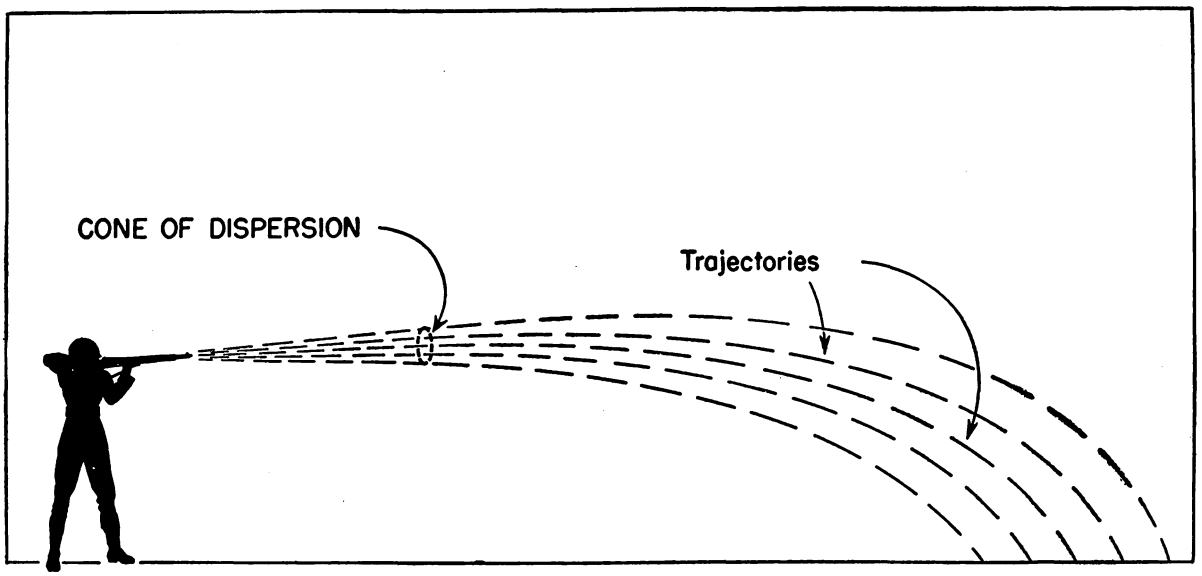

FIGURE 52.—Cone of dispersion or cone of fire.

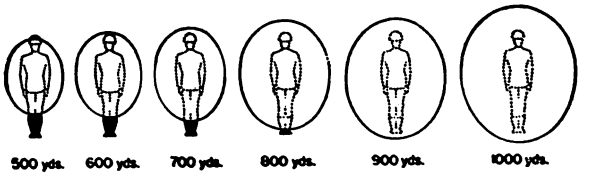

FIGURE 53.—Vertical shot pattern at various ranges.

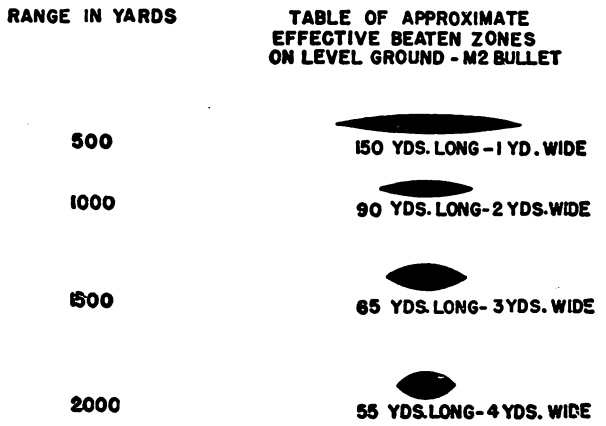

FIGURE 54.—Approximate effective beaten zones on level ground at various ranges with M-2 bullet.

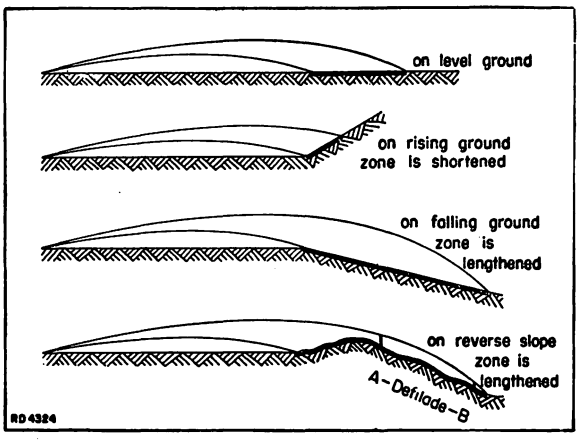

FIGURE 55.—Effect of ground slopes on beaten zone.

a. Fire with respect to the target may be:

(1) *Frontal.*—Fire delivered perpendicular to the enemy front (fig. 56).

(2) *Flanking.*—Fire delivered perpendicular to the enemy flank (fig. 57).

(3) *Enfilade.*—Fire delivered in such a manner that the long axis of the beaten zone corresponds with the long axis of the target. Enfilade fire may be either frontal or flanking, depending upon the formation of the target. Since enfilade fire makes maximum use of the beaten zone in relation to the shape of the target it is the most effective fire (fig. 56 (on the left) and fig. 57 (on the right)).

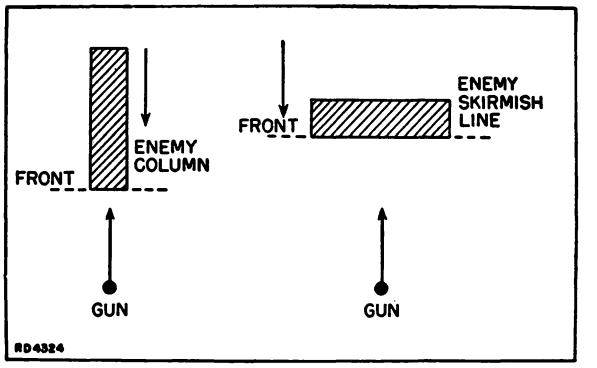

FIGURE 56.—Frontal fire against an enemy column (on the left) and on enemy skirmish line (on the right).

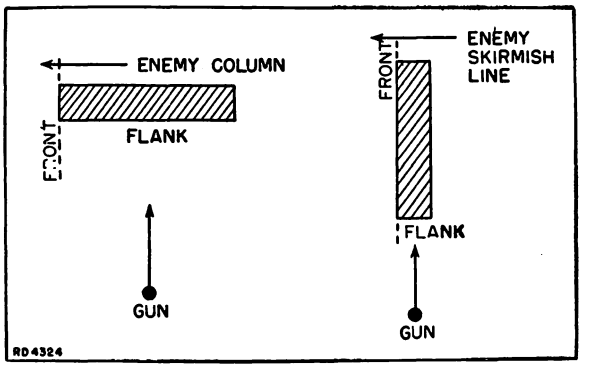

FIGURE 57.—Flanking fire against an enemy column (on the left) and an enemy skirmish line (on the right).

(4) *Oblique.*—Fire delivered from a direction which is neither frontal nor flanking (fig. 58).

b. Fire with respect to the ground may be:

(1) *Grazing.*—Fire in which the trajectory is not higher than the height of a man standing. Grazing fire can exist for 750 yards over level or uniformly sloping ground (fig. 59).

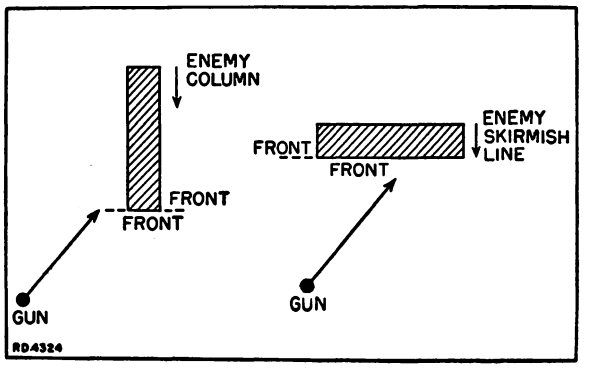

FIGURE 58.—Oblique fire against an enemy column (on the left) and an enemy skirmish line (on the right).

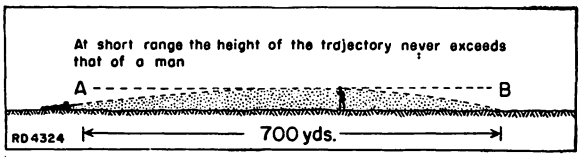

FIGURE 59.—Grazing fire.

(2) *Plunging.*—Fire which strikes the ground at a considerable angle. In plunging fire the danger space is practically limited to the beaten zone (fig. 60).

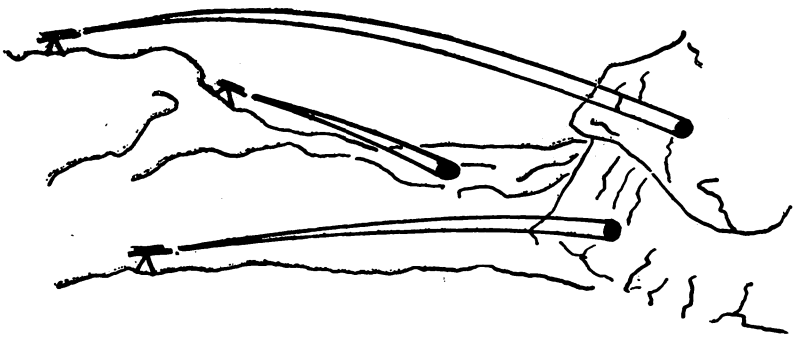

FIGURE 60.—Plunging fire.

(3) *Overhead.*—Overhead fire is fire delivered over the heads of friendly troops. It will usually strike the ground at a considerable angle and be plunging in nature (par. 9–12).

c. Fire with respect to the machine gun may be:

(1) *Fixed fire.*—Fixed fire is fire delivered on a point target. The depth of the beaten zone must be sufficient to include the target. Fire is continuous as long as any portion of the target remains in the zone of fire.

(2) *Searching fire.*—Searching fire is fire distributed in depth by successive changes of elevation of the gun. Searching fire is used against targets too deep to be included in the beaten zone of fixed fire. A burst of fire is delivered after each change of elevation. The amount of change depends upon the range and the conformation of the ground. On level ground, with the target at the same elevation as the gun, a change of 2 mils is usually employed because it causes the successive beaten zones to overlap.

(3) *Traversing fire.*—(*a*) *General.*—Traversing fire is fire distributed in width by successive changes in the direction of the gun. A burst of fire is delivered after each change. The exact amount of change after each burst depends upon the range and density of the target. If dense fire is desired, a 2 mil change in direction will usually cause sufficient overlap of the beaten zones.

(*b*) *Swinging traverse.*—Swinging traverse is employed against moving targets when fairly rapid changes in direction, but not in elevation, and continuous fire control of the gun are desired. Targets may be dense targets of considerable width in relatively close formations moving slowly toward the gun, or vehicles or mounted troops moving across the front parallel or approximately parallel to the gun position. The traversing slide clamp is loosened sufficiently to permit the gunner to swing the gun by exerting slight lateral force against the grip. The gun is laid on any portion of the target and traversed while being continuously fired.

(4) *Traversing and searching fire combined.*—Combined traversing and searching fire is fire distributed both in width and depth by changes in direction and elevation. It is employed against targets whose longer axes are oblique to the direction of the fire, when the difference in range to the far and near ends is greater than the depth of the beaten zone. Changes in direction and elevation are made successively after each burst. The traverse will usually be 2 mils; the amount of search will depend on the obliquity of the target.

9–12 OVERHEAD FIRE.—*a. Definition.*—(par. 9–11–b–(3)).

b. Rifle.—Overhead fire with the rifle is safe when the ground affords protection to friendly troops or when the troops are sufficiently below the line of fire. There are no mathematical rules which determine the safety angles for overhead fire with the rifle in battle. Whether

or not it should be used in any particular case is a matter of good judgment.

c. Machine Gun.—A machine gun on a tripod is capable of delivering accurate overhead fire because of the small and uniform dispersion of the cone of fire. In the attack, the use of overhead fire permits the machine gun to support the advance of rifle units. To permit overhead fire on any target the cone of such fire must pass over the heads of friendly troops by a certain distance. This distance is called minimum clearance. There are two rules by which the prescribed minimum clearance may be determined. These rules are known as the *gunner's rule* and the *leader's rule*. Overhead fire will not be delivered, by use of these rules, at ranges less than 400 yards or greater than 1,800 nor by the swinging traverse method.

(1) *Gunner's rule.*—The gunner's rule is used to determine the minimum clearance when the range to the target is 900 yards or less. The rule follows:

(*a*) Lay the gun on the target with the correct sight setting to hit the target.

(*b*) Without disturbing the lay of the gun set the rear sight at 1,500 yards.

(*c*) Look through the sights and note the point where this new line of aim strikes the ground. If this point is beyond the feet of friendly troops, overhead fire can be delivered safely until the troops reach this point. It is not safe to fire when the troops pass this point (fig. 61).

(2) *Leader's rule.*—The leader's rule is used by the platoon or section leader only in case the range to the target is greater than 900 yards. The rule is as follows:

(*a*) Select a point on the ground to which it is believed friendly troops can advance with safety.

(*b*) Determine the range to this point by the most accurate means available.

(*c*) Lay the gun on the target with the correct sight setting to hit the target.

(*d*) Without disturbing the lay of the gun, set the rear sight at 1,500 yards or the range to the selected point plus 600 yards, whichever is greater. Under no condition should the sight setting be less than 1,500 yards.

(*e*) Note the point where the new line of aim strikes the ground.

(*f*) If it strikes at the selected point, that point marks the limit of safety.

(*g*) If it strikes short of the selected point, it is safe for troops to advance to the point where the line of aim strikes the ground, and to an unknown point beyond. If it is desired to fire after friendly troops advance farther than the point where the line of aim strikes the ground, this farther point must be determined by testing new points until the line of aim and the selected point coincide.

(*h*) If it clears the selected point, it is safe for the troops to advance to the selected point, and to an unknown point beyond. If it is desired to have troops advance beyond the selected point, this further point must be determined by testing new selected points until the line of aim and the selected point coincide. This point marks the limit of safety (fig. 62).

9–13 RANGE ESTIMATION.—*a. Importance.*—In battle, ranges are seldom known in advance. In order to bring effective fire to bear on the enemy, riflemen and machine gun-

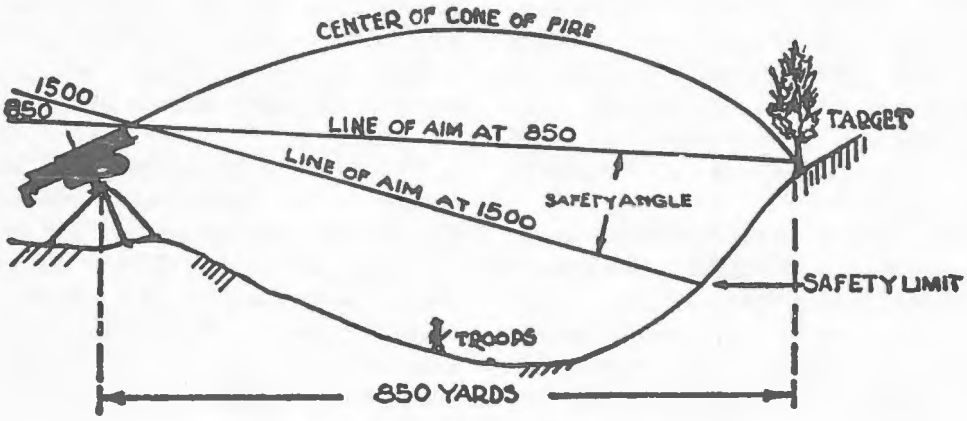

FIGURE 61.—Application of gunner's rule.

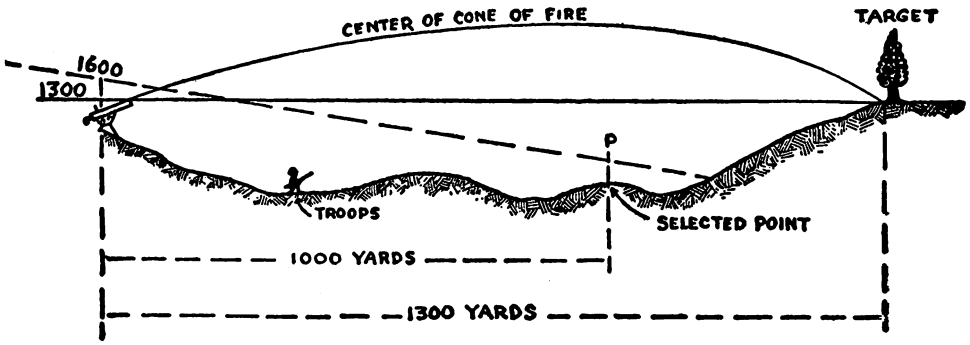

FIGURE 62.—Application of leader's rule.

ners must be trained to estimate ranges quickly and accurately.

b. Methods.—(1) Ranges are estimated by either eye or observation of fire.

(2) *Estimation by eye.*—(*a*) This is the usual method of estimating range in combat. It is accomplished by mentally applying a unit of measure to the distance to the target. The unit of measure normally used is 100 yards. It is necessary to be familiar with the appearance of this unit at various distances and over varying types of terrain in order to be able to use it effectively when estimating ranges by eye.

(*b*) This method is difficult to apply to distances over 500 yards. When the range exceeds 500 yards, a point halfway to the target is selected and the range to this halfway point estimated by applying the 100-yard unit. The result is then doubled.

(*c*) When much of the ground between the observer and the target is hidden, the mental unit cannot be applied. In some cases it may be possible to estimate the range by use of a mental arc. This method can be applied when the ground to one side or the other of the line to the target is suitable for use of the mental unit. In this case the observer moves his gaze in a mental arc to the right or left of the target until a prominent object on this arc is located. The range to this object is then determined by use of the 100-yard unit and the result is taken as the range to the target.

(*d*) When neither of these methods is applicable the range may be estimated by the appearance of objects. Conditions of light, atmosphere, color, and terrain affect the apparent distance of objects. Objects appear nearer when they are in a bright light, when there is distinct color contrast with their background, when observing from a height downward, when the observer and object are at high altitudes, and when observing across a depression most of which is hidden. Objects appear more distant in dull, foggy weather, when only a small part of the object is seen, when observing from a depth upward, and when observing across a depression most of which is visible.

(*e*) Accurate estimation of ranges by eye requires considerable practice over all types of terrain and under all conditions of visibility. The use of known-distance ranges with markers every 100 yards is recommended for initial training and until facility in range estimation is acquired.

(3) *Estimation by observation of fire.*—Range may be determined by observing the flight of tracer bullets or the point where ball or armor piercing ammunition strikes. The same procedure is used in both methods.

(*a*) *Estimation by tracer.*—Tracer bullets produce a red flame which is visible for about 950 yards of their flight. In estimating range by tracer, the firer first estimates the range by eye to determine the initial sight setting. Thereafter, by watching the strike of the tracer bullets, he corrects his sight setting to hit the target. The sight setting thus determined is the range.

(*b*) *Estimation by observing strike of bullets.*—Ranges can be determined by observing where the bullets strike the ground. In suitable terrain the puff of dust kicked up will appear slightly above and to one side of the target depending on the direction of the wind. The same procedure is used in setting the sights as when tracer bullets are used.

(4) *Range estimation for machine gun.*—Other means of range estimation used particularly by machine gun units are:

(*a*) Measuring the range from a map or aerial photograph.

(*b*) Securing data from other units.

(*c*) Range finding instruments.

9–14 FIRE DISCIPLINE.—*a.* Fire discipline is the state of order, coolness, efficiency, and obedience existing among troops in a fire fight. It implies the careful observance of instructions in the use of the weapons in combat and execution of the exact orders of the leader. Fire discipline is necessary for proper control by leaders, and upon this control depends the effectiveness of collective fire. Alertness, the habit of obedience, and other soldierly qualities are essential to fire discipline.

b. Fire discipline is maintained by unit leaders. The responsibility for fire discipline in the platoon rests with the platoon commander, assisted by his subordinates.

c. Fire discipline in the squad is maintained by the squad leader. There is a tendency for untrained machine gunners and riflemen to open fire at night noises and other imaginary targets. This serves only to give away the position and waste ammunition. The squad leader is responsible for correcting such conditions in his squad.

9–15 FIRE CONTROL.—*a.* Fire control includes all operations connected with the preparation and actual application of fire to a target. It implies the ability of the leader to have his unit open fire at the instant he desires, adjust the fire of his weapons upon the target, shift the fire from one target to another, regulate its rate, and cease firing at will. Lack of proper fire control results in loss of surprise effect, premature disclosure of position, misapplication of fire on unimportant targets, and waste of ammunition. Discipline and correct technical training are fundamental in assuring fire control.

b. The platoon commander's order to his section or squad leaders assigns a mission to each section or squad, or gives the firing position area each will occupy and the targets it will engage, or the sector of fire it will cover. In addition, it frequently prescribes the technique to be employed in engaging targets.

c. The section or squad leader's order prescribes the location for each weapon, the targets to be engaged or sector of fire to be covered, and the technique to be employed.

d. In the absence of orders from the next higher commander, fire is opened, lifted, or shifted, and its rate is regulated by platoon, section, or squad leaders.

9–16 FIRE DISTRIBUTION.—*a.* Fire, to be effective, must be distributed over the entire target. Improper distribution results in gaps between beaten zones and allows a part of the enemy to escape, to advance, or to use his weapons without effective opposition.

b. Fire distribution, rifle.—The fire of a rifle unit is either concentrated or distributed. The nature of the target, as given in the fire order, will determine in each rifleman's mind which type of fire to apply.

(1) *Concentrated fire.*—Concentrated fire is directed at a single point. Enemy machine guns and automatic rifles are examples of suitable targets for concentrated fire.

(2) *Distributed fire.*—(*a*) This is fire distributed in width for the purpose of keeping all parts of the target under effective fire. Each rifleman fires his first shot at that portion of the target corresponding generally to his position in the squad. He then distributes his remaining shots over that part of the target extending a few yards right and left of his first shot. The amount of the target which he will cover will be that upon which he can deliver accurate fire without having to change his position (fig. 63).

(*b*) Unless otherwise instructed, the automatic riflemen cover the entire squad target. The automatic riflemen will normally fire in short bursts. Both they and the riflemen will search out and fire upon positions most likely to contain enemy as well as upon more obvious targets. This method enables leaders to distribute the fire of their units on the target area in such a manner that the enemy, whether visible or not, is kept under fire.

(*c*) This method of fire distribution is employed without command.

(*d*) When it becomes necessary to engage

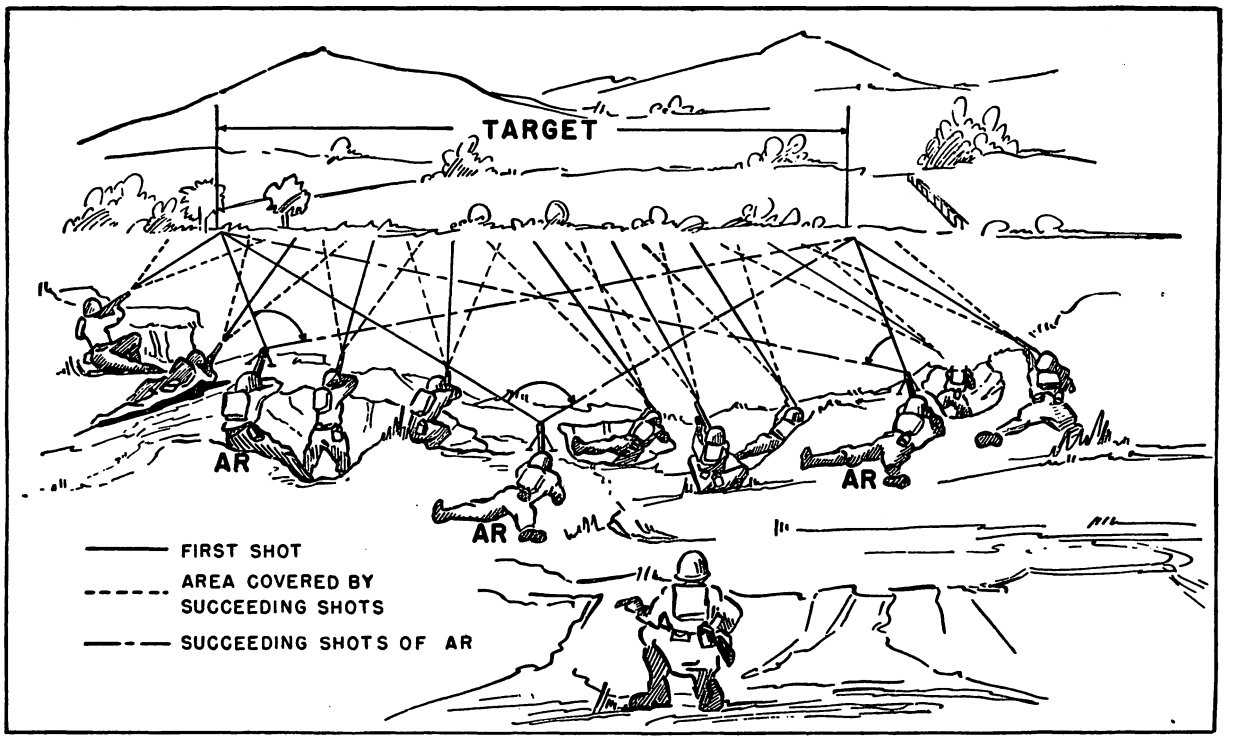

FIGURE 63.—Fire distribution by individuals of the rifle squad.

other targets, leaders shift the fire of such weapons as may be necessary.

(3) *Platoon firing.*—(*a*) In platoon firing, unless otherwise announced, each squad completely covers the target designated for the platoon. This enables the leader to shift part of his fire to a new target or to remove a squad from the line without leaving a portion of the target no longer under fire.

(*b*) If it is not desired that each squad cover the entire platoon target, the platoon leader assigns definite sectors of fire to each squad.

(4) *Determining extent of target.*—(*a*) It will be extremely difficult, if not impossible, to pick out visually each individual enemy in a dug in and camouflaged position. A few of the individual positions may be located by muzzle blast, but many will be too well camouflaged to be seen. It is, however, imperative that the whole target be engaged if decisive casualties are to be inflicted and the enemy fire neutralized. It does little good to pin down only the obvious positions and allow the remaining enemy to fire unmolested.

(*b*) Under these circumstances, to apply effectively the fire distribution described above, the unit leader must first determine the enemy flanks. This may be done by the following three means: the flanks may be obvious and easily seen; they may be limited by terrain features such as woods, a cliff, a gully; they may be generally located by the direction and sound of the enemy firing.

(*c*) Having determined the flanks, the squad leader must designate that portion of the target, whether in part or in its entirety, which he wishes his squad to engage. This can best be done by the use of tracers fired on either flank. The squad then opens fire using the normal fire distribution described above.

c. Fire distribution, machine guns.—(1) No fixed rule as to the maximum width of a target that may profitably be engaged by a single gun can be given. It is preferable, though, that targets for light machine guns be less than 50 mils in width. The section (two guns) is the machine gun fire unit. Whenever practicable, both guns should be assigned the same target, although occasions may arise when single guns may profitably be employed. The assignment of both guns to a single target insures continuous fire should either be put out of action,

provides a greater volume of fire on the target, and reduces the time required to cover the target.

(2) *Method of engaging point targets.*—Targets having a width or depth no greater than the beaten zone of the weapon engaging them are considered point targets. They should be engaged by fixed fire. The command for this type of fire is FIXED. Gun crews are trained to follow any movement or change in formation made by the enemy after the initial burst of fire.

(3) *Method of engaging wide targets.*—(*a*) When sections engage frontal targets which are less than 50 mils in width and are less than the length of the beaten zone in depth, the normal traversing method is used. Each gun is laid just outside its corresponding flank of the target and traversed across to a point just outside the other flank and back, each gun covering the entire target (fig. 64). The command for this type of fire is TRAVERSE.

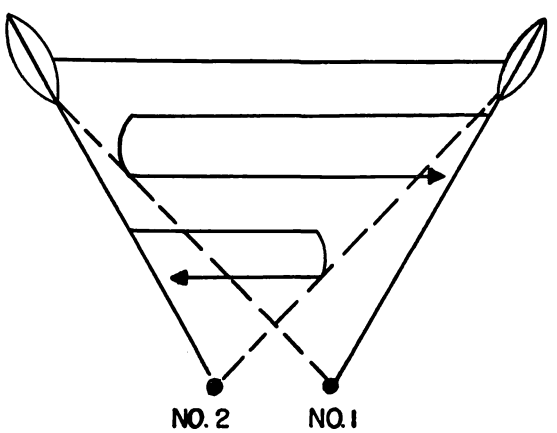

FIGURE 64.—Traversing method by section. Both flanks visible to gunners. Target less than 50 mils in width.

(*b*) When the target measures 50 mils or more in width, and is less than the length of the beaten zone in depth, the leader assigns half (or any other portion) of the target to one gun, and the remaining half to the other gun. The assigned half may or may not correspond to the position of the gun in the section. One portion may be much less than the other for purposes of increasing the density of fire on the smaller portion. In either case the gun lays on the outside flank of its assigned portion of the target and covers its portion as described in (3) above and shown in figure 64. The command would be, for example: No. 1, RIGHT HALF; No. 2, LEFT HALF; TRAVERSE (fig. 65).

(4) *Engaging wide targets, the flanks of which cannot be seen by gunner.*—If the flanks of the target are invisible to the gunner, the target may be designated as extending so many mils from a point between the flanks which is visible to the gunner (fig. 66). The number of mils designated should be such as to cause the gun to traverse just beyond the flanks. Each gun is then laid on this visible point, called the reference point, and traversed the number of mils designated in one direction and then back the number of mils designated in the other.

(5) *Method of engaging deep targets.*—Searching fire is used to cover targets possessing a greater depth than the length of the beaten zone. If the target is stationary, has limited mobility, or is moving slowly, and the ends are visible to the gunner, No. 1 gun is laid on the near end and searched up and No. 2 gun is laid on the far end and searched down. If the depth of the target is estimated as 200 yards or less, the range announced for both guns is that to the middle of the target. If the depth of the target is estimated to be more than 200 yards, the range to the near end is announced for No. 1 gun, and that to the far end for No. 2 gun. Under the above conditions, the target is covered by giving the command SEARCH.

(6) *Target moving toward or away from gun position.*—If the target is moving rapidly toward the guns, both guns search up from the near end, with the range to that point. If the target is moving rapidly away from the guns, both guns search down from the far end. The distribution element of the command for covering a rapidly approaching or receding target is, ALL GUNS, NEAR (FAR) END, SEARCH.

9–17 FIRE COMMANDS.—*a.* The leader of a fire unit, having made the decision to fire on a target, must give instructions as to how the target is to be engaged. These instructions are given in the form of a fire command.

b. A fire command for machine guns contains four basic elements. These elements are: the alert, target designation, method of fire, and the command to open fire.

(1) The alert designates the gun crew that

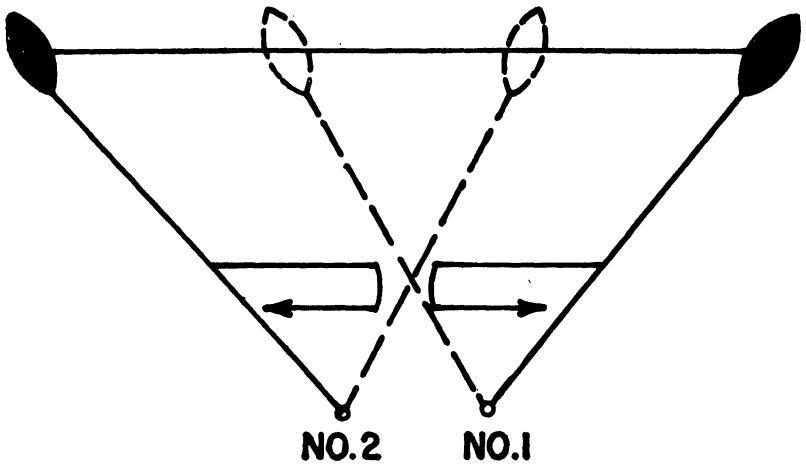

FIGURE 65.—Traversing method by section. Targets 50 mils or more in width. Each gun assigned a portion of the target.

is to fire and alerts them to receive the command. It includes the following:

Gun crew to fire.—FIRST SECTION

The target alert.—FIRE MISSION (stationary targets, moving target, vehicles, etc.)

(2) Target designation is given in this sequence:

Direction.—FRONT

Target description.—COLUMN OF TROOPS

Range.—FIVE FIVE ZERO

(3) The method of fire designates the manner in which the target will be engaged and prescribes the rate of fire.

(*a*) Manipulation (par. 9–16).

(*b*) *Rate of fire.*—This fire control element prescribes the amount of fire to be placed on a target. The light machine gun may be fired at the rapid rate (150 rounds per minute), medium rate (75 rounds per minute), or the slow rate (40 rounds per minute). The heavy machine gun may be fired at the rapid rate (250 rounds per minute), medium rate (125 rounds per minute), or the slow rate (60–65 rounds per minute).

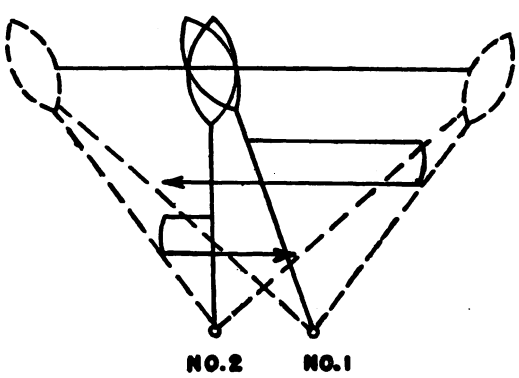

FIGURE 66.—Traversing method by section. Both flanks invisible to gunners.

(4) The command to open fire is also a fire control element. To bring immediate fire, the command is COMMENCE FIRING or FIRE (when a large volume of surprise fire is desired, the above should be preceded by the preparatory command ON MY COMMAND: the unit leader waits until all gunners have located the target and aimed before completing the order).

(5) Fire control will also include any necessary adjustment corrections for machine guns:

Subsequent fire command.—RIGHT TWO ZERO MILS, ADD THREE MILS

c. A fire command for riflemen and automatic riflemen contains six basic elements. These elements are: the alert, direction, target description, range, target assignment, and fire control.

(1) The alert brings the unit to a state of readiness to receive further information. It may also designate who is going to fire (if all men in the unit are not to fire). The leader usually alerts the entire unit, but may alert only a few individuals by calling them by name.

Example.—SQUAD (Jones, Baker, and Rziewski).

(2) The direction element tells the riflemen

which way to look, in order to see the target. This may be given in one or a combination of the following ways:

Orally.—RIGHT FRONT (Fig. 67)
Pointing.—(with hand or weapon)
Firing tracer, ball or armor piercing bullets
By laying.—(used primarily by machine guns)
Reference point

(*a*) *Reference point.*—When the target is not readily seen, a reference point may be used. This is some prominent terrain feature, either natural or man made, in relation to which the target may be more easily located. The reference point should be well defined and easily recognized. If possible, it should be on line with and beyond the target, for in this position it is more accurate for a number of men firing from positions some distance apart. A reference point on line with but between the target and the fire unit will diminish in accuracy as it approaches the firing positions. It will generally be accurate only for those men who view it from approximately the same position as the one designating the target (fig. 68). For brevity in fire orders, a reference point is called simply "reference." It must be clearly stated which is the reference and which is the target. The range is always given to the target and not to the reference point, which is merely referred to as being at a greater or lesser distance than the target. To measure the distance right or left of a reference point to a target or to measure the width of a target from one flank to another, finger measurements may be used (fig. 69). The method of using finger measurements is as follows:

(*1*) Hold your hand at arms length, palm to the rear, index finger pointing upward.

(*2*) Close one eye.

(*3*) Sight along the sides of the finger so that one edge is on the reference point or starting point. Note where the sight over the other side of the finger strikes the ground or target. This is the measurement for one finger.

(*4*) For two-finger measurement, hold up the index and middle finger. For three or four-finger measurements, hold up three and four fingers, respectively. When there is no

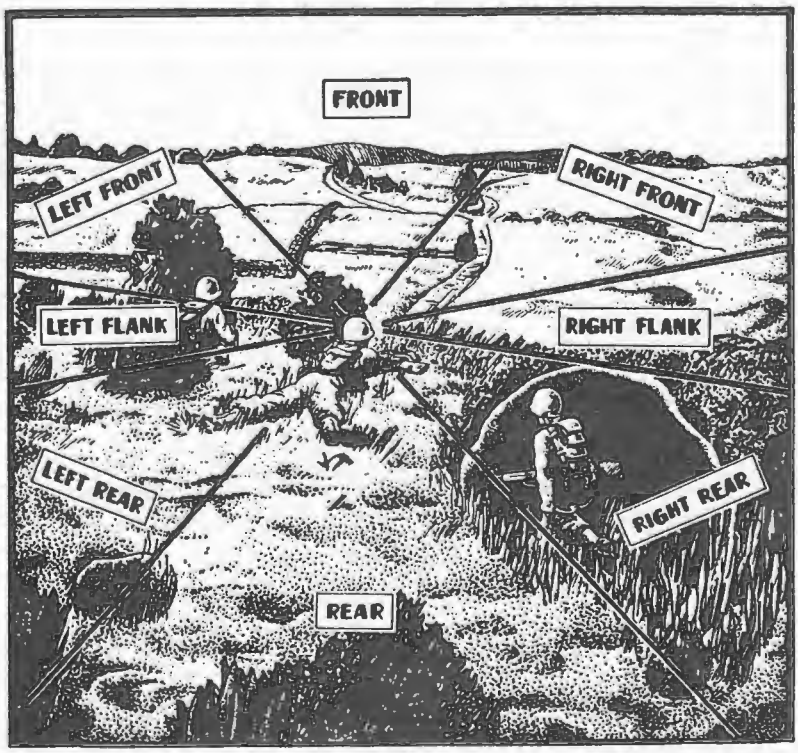

FIGURE 67.—Direction.

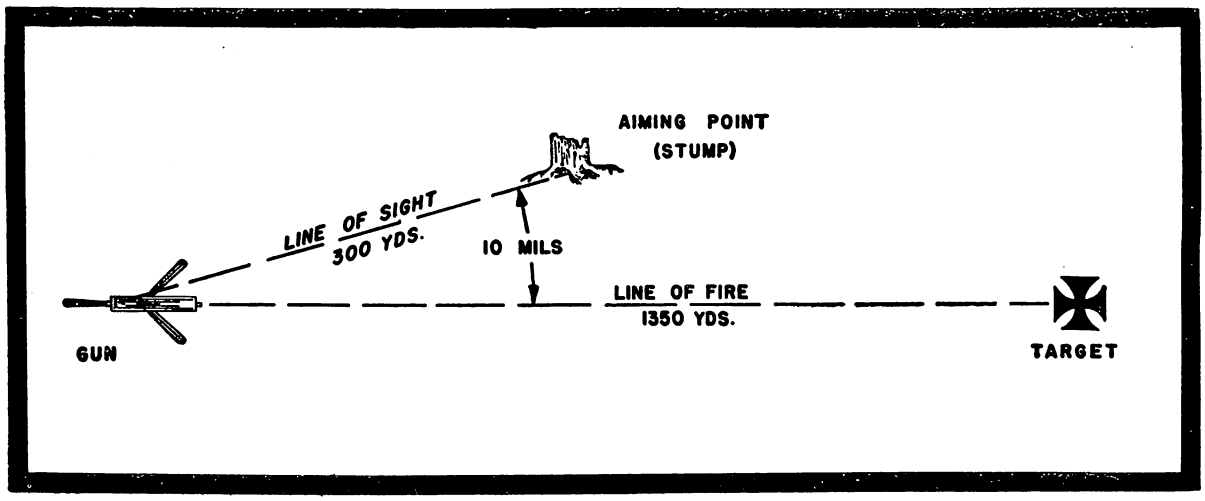

FIGURE 68.—Use of auxiliary aiming point.

easily discernible reference within four fingers of the target, successive reference points may be used. After the initial reference has been located, a second reference, which might not by itself be readily pointed out, is located in relation to the first reference. The target is then designated in terms of finger widths from this second reference.

(3) Target description should be brief and accurate. A target may be point, linear, or area in nature. Examples are:

AUTOMATIC WEAPON—point in nature.
SKIRMISHERS—linear in nature.
TROOPS IN CLUMP OF WOODS—area in nature.

(4) Range may be announced orally or indicated by arm-and-hand signals.

(5) Target assignment designates who is to fire at the target. If all personnel in the unit have been alerted and if it is desired that they all fire at the target, this element may be omitted.

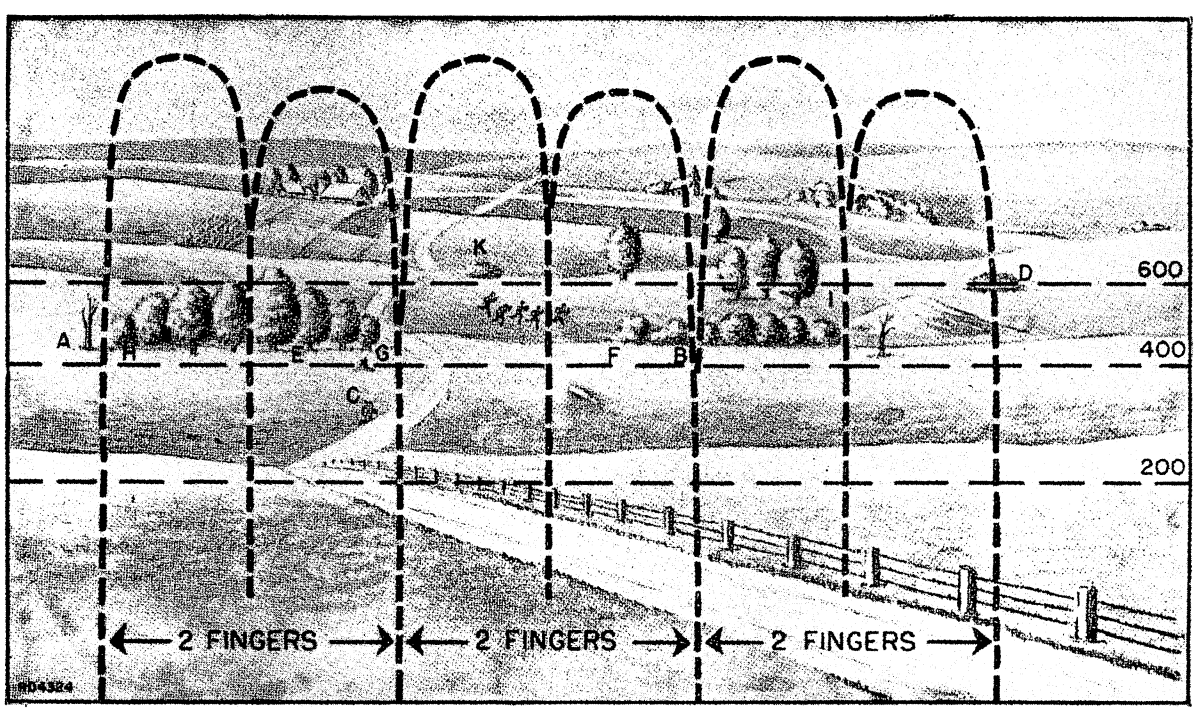

FIGURE 69.—Direction, using reference points.

(6) The fire control element normally consists of the command COMMENCE FIRING, or merely FIRE. It may also designate the rate of fire (FIRE FASTER, FIRE SLOWER), and may include the command CEASE FIRE.

(7) Example of a simple fire command:

SQUAD
RIGHT FRONT
SNIPER ON ROOF OF FARMHOUSE
TWO HUNDRED
JONES AND SMITH
COMMENCE FIRING

(8) Example of a fire command using a reference point and finger measurements:

LEFT FRONT
REFERENCE: WHITE CHURCH SPIRE ON HORIZON, RIGHT THREE FINGERS
TARGET: MACHINE GUN IN BUSHES
THREE HUNDRED
TEAMS ONE AND TWO
COMMENCE FIRING

9–18 APPLICATION OF FIRE.—Application of fire consists of placing the fire of a unit on the desired target at the proper time, and the control of the fire thereafter. Accurately controlled fire on the enemy has a physical (casualty producing) and morale effect.

9–19 FINAL PROTECTIVE LINES.—*a. General.*—(1) A final protective line is a predetermined line along which, in order to stop enemy assaults, are placed interlocking bands of grazing fire, fixed as to elevation and direction, and capable of being delivered under any condition of visibility.

(2) When fixed machine gun fire is incapable of producing the maximum effective grazing fire, because of irregularities in the terrain, the fire of rifles may be employed to ensure that all the final protective lines will be covered.

(3) Prior to firing under conditions of poor visibility, the gun is laid on the final protective line during a period of good visibility. The necessary data is obtained and recorded.

b. Method of laying machine gun on final protective line.—(1) *Direction.*—The gunner centers the traversing handwheel mechanism and zeros the traversing micrometer. Upon determining along which limit of the sector the final protective line is to lie, the gunner sets the traversing slide toward that end of the traversing bar which is opposite to the direction of the final protective line. By so doing he obtains the maximum angle of traverse away from the final protective line in the direction of the targets in his sector. He then shifts the rear legs of the tripod until the sights are alined on the aiming point. Now the gunner notes the reading on the traversing bar scale. During periods of poor visibility he may lay for direction by replacing this same reading on the traversing bar scale. For all readings of the traversing bar scale, the left edge of the traversing slide is used as an index.

(2) *Elevation.*—The gunner, using a sight setting of 750, lays the gun on an aiming point (fig. 70). He notes the first graduation visible above the elevating handwheel on the screw scale. Then he obtains the number on the elevating micrometer dial toward which the indicator is pointing. A combination of these numbers, when replaced on the gun, will allow the gun to be laid for the same elevation.

c. Rates of fire on final protective line.—(1) *Good visibility.*—Fire on the final protective line during periods of good visibility is aimed and adjusted fire. Under such conditions, the section leader will generally determine the

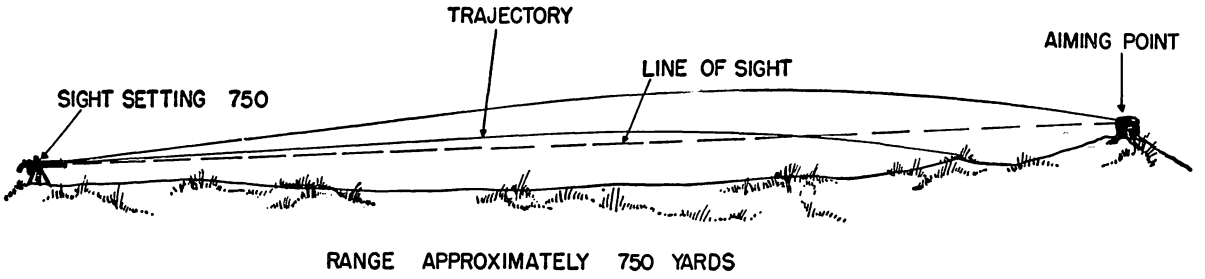

FIGURE 70.—Method of laying when the ground is level or uniformly sloping.

rate of fire and may also give the order to cease firing.

(2) *Poor visibility.*—Under conditions of poor visibility, the battalion order may prescribe the rates of fire. In the absence of instructions, the usual rate of fire for a section on a final protective line is the rapid rate for the first 2 minutes and the medium rate until ordered to cease firing. The section rate of fire may be maintained by one gun, or by both guns firing alternate bursts.

d. Habitual laying on final protective line.—When a gun is not in use on other targets, it is laid on the final protective line.

9–20 RANGE CARD.—*a.* By means of data prepared in daylight, the machine gun can deliver accurate fire at night or at other times of low visibility. A range card is made on which to record the data.

b. A range card is an oriented sketch. One is prepared for each gun. It shows the gun position, magnetic north, the ranges, elevations, and directions to prominent terrain features and probable targets in the gun's sector of fire (fig. 71).

c. Range cards should be made up as soon as possible after the guns are placed in position.

d. The data for the range cards is obtained by firing the gun along the final protective line and at the various targets, the recordings being determined from the sight settings, traversing bar and micrometer scale readings, and elevating screw and micrometer scale readings.

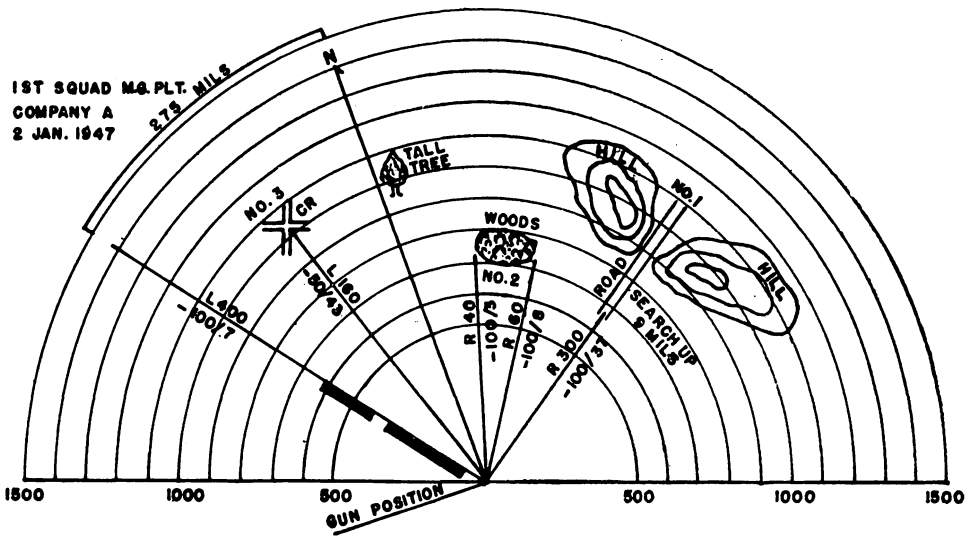

FIGURE 71.—Range card.

SECTION V

USE OF GRENADES

	Par.	Page
General	9–21	385
Hand Grenades	9–22	385
Rifle Grenades	9–23	389

9–21 GENERAL.—*a.* There are two general classes of grenades:

(1) Hand grenades.

(2) Rifle grenades.

b. The two classes are issued in the following types:

(1) *Hand grenades.*—(*a*) *Fragmentation grenades.*—A fragmentation grenade contains an explosive charge which shatters the body of the grenade into casualty producing fragments. (figs. 72 and 73).

(*b*) *Offensive grenades.*—An offensive grenade contains a high explosive charge which produces casualties by concussion. Its body is smooth and is designed to cause shock.

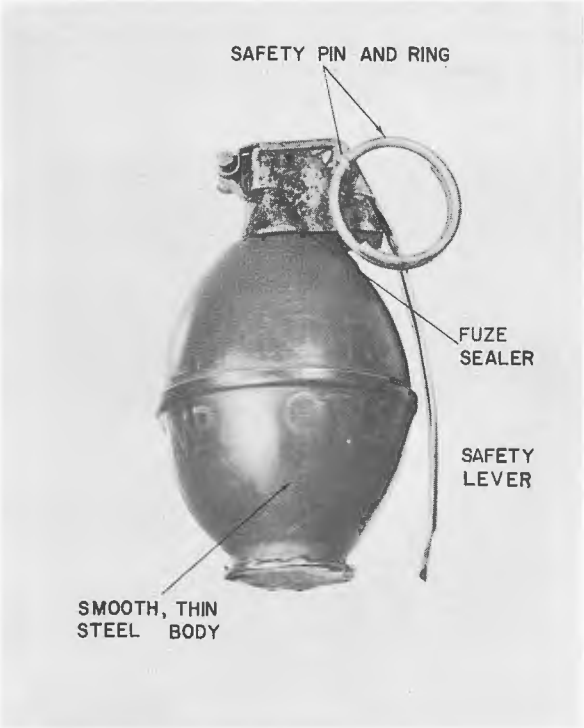

FIGURE 72.—Fragmentation grenade.

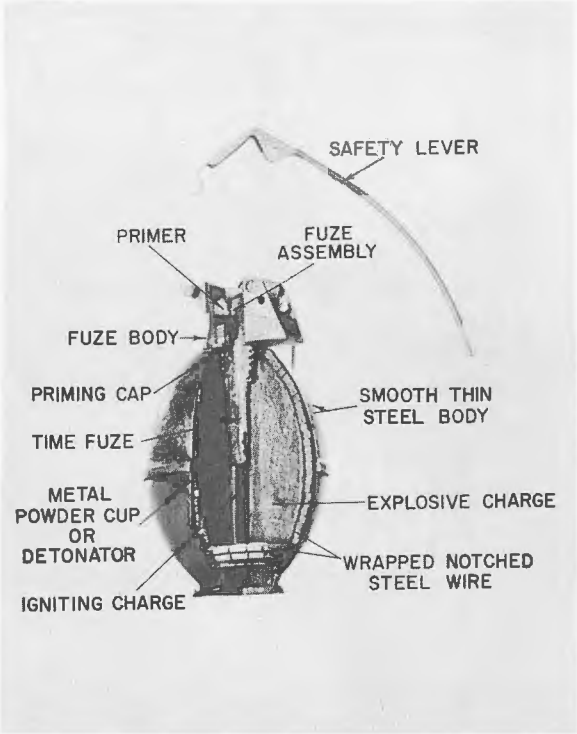

FIGURE 73.—Cross section of fragmentation grenade.

(*c*) *Chemical grenades.*—A chemical grenade contains a chemical agent having a poisonous or irritating effect on personnel. Chemical grenades may also furnish a screening or signal smoke, illumination, incendiary action, or a combination of the above (figs. 74 and 75).

(*d*) *Practice grenades.*—A practice grenade contains a reduced charge and is used for training purposes.

(*e*) *Training grenades.*—Training grenades are used for training purposes and contain no explosive or chemical filler.

(2) *Rifle grenades.*—(*a*) *Antitank grenades.*—Used for destroying armored vehicles.

(*b*) *Fragmentation grenade.*—Identical to the hand fragmentation grenade and is fired from the rifle with the aid of an adapter (par. 9–23*b*).

9–22 HAND GRENADES.—*a. Parts of the grenade.*—There are three principal parts to a

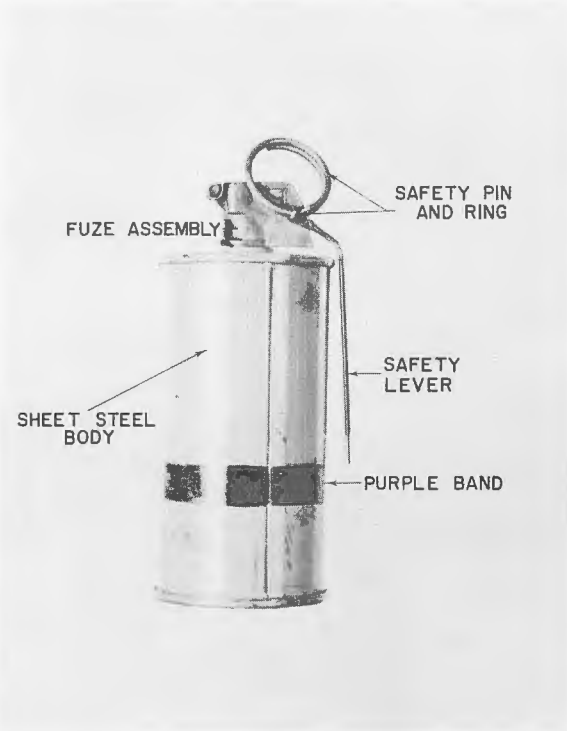

FIGURE 74.—Incendiary grenade.

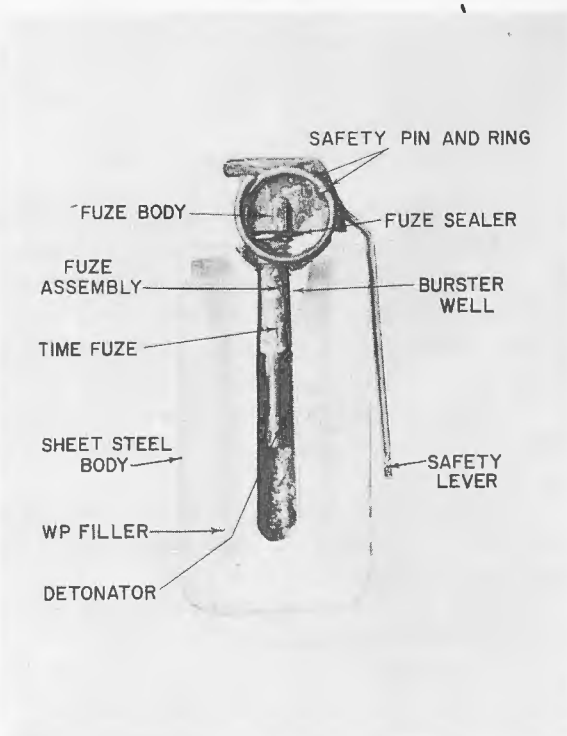

FIGURE 75.—Smoke hand grenade.

hand grenade: the body, the filler, and the fuze assembly.

(1) *The body.*—The body of a grenade is the outer case. Its composition may be iron, tinplate, or steel, depending on the type of grenade. In a fragmentation grenade, body fragments are casualty agents.

(2) *The filler.*—The filler of grenade varies according to the type of grenade. In an explosive grenade, the filler is exploded by a detonator. The fillers of most chemical grenades are ignited by a spark from the fuze. Some of the most common fillers are TNT, C–3, thermite, white phosphorous, HC smoke mixture and colored smoke.

(3) *The fuze assembly.*—The fuze assembly is the mechanism that fires the grenade. All hand grenade fuzes are time and automatic. Time means that the grenade is fired after a certain lapse of time and not on percussion. The time delay for fragmentation grenades is 3 to 6 seconds; for white phosphorous, 4 to 4.8 seconds; and for smoke and incendiary, 2 to 3 seconds. Automatic means the fuze begins to function automatically as it leaves the hand, providing the safety pin is removed.

b. How to hold.—(1) The grenade should be held in the right hand with the safety lever firmly pressed by the palm (fig. 76). The

FIGURE 76.—How to hold a hand grenade.

forefinger of the left hand is inserted through the safety pin ring. (A left-handed man may hold the grenade in his left hand.) In this position, the safety pin can be removed without altering the grip to throw the grenade.

(2) Do not release the grip on the lever after the safety pin has been withdrawn until the grenade is thrown.

c. How to throw.—Figures 77, 78, and 79 show how a grenade is thrown from various positions. The general rules for throwing follow:

(1) The grenade should be thrown with a free and natural motion. Although you use the throwing motion that is most natural, you usually throw the grenade like a baseball.

FIGURE 77.—Throwing grenade from standing position.

FIGURE 78.—Throwing grenade from kneeling position.

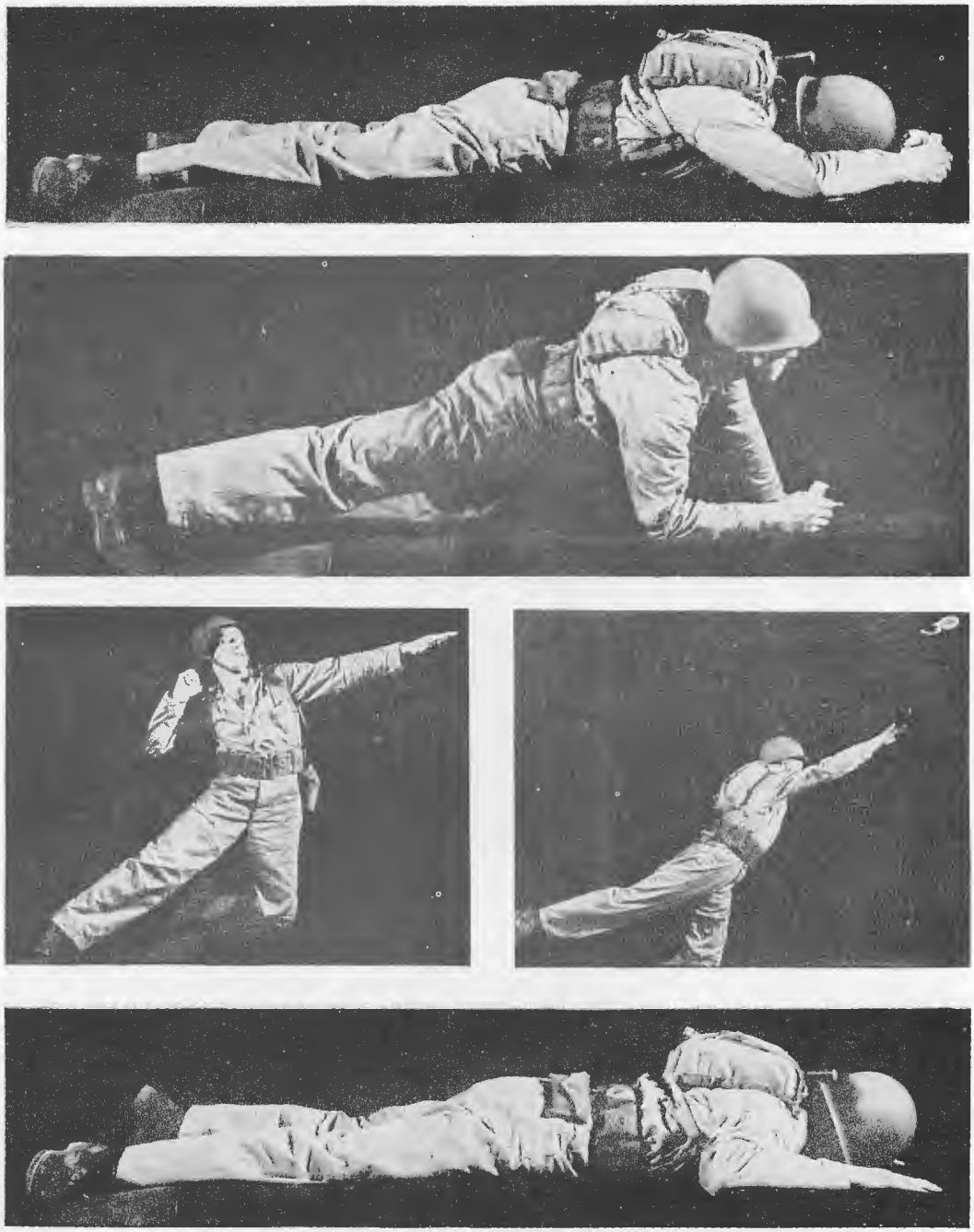

FIGURE 79.—Throwing grenade from prone position.

(2) The grenade is released just before the arm is fully extended. It is given a spinning motion by the tips of the fingers so it will rotate around its long axis, fuze to the rear, during its flight to the target. A follow through motion aids accuracy.

(3) Best range is obtained by releasing the grenade at an upward angle of 45°.

(4) For the first practice, no more than five grenades should be thrown, nor should the throwing distance exceed 20 yards. The number of grenades thrown and the distance is increased as training progresses. Thirty-five yards is considered a good range after training; fifty yards is above average. A great deal of practice should be devoted to throwing from

the prone position, because that is the position most often used.

(5) If right-handed, practice in throwing left handed and vice versa is necessary. Many times it is necessary to hit a cave, an embrasure, or a window which can only be reached with the nonpitching arm.

d. Safety precautions.—When throwing or handling live hand grenades the following safety precautions will be observed:

(1) A fuze containing a detonator should be handled with extreme care at all times. The detonator contains a charge which is very sensitive to heat, shock, or friction.

(2) It is not necessary to touch the detonator of the fuze assembly. The detonator is powerful enough to blow the fingers off or cause other serious injury.

(3) Do not pull out the safety pin until ready to throw.

(4) Do not release the safety lever before throwing.

(5) Do not recover or tamper with a live grenade that fails to fire. Duds can be recovered and destroyed only as prescribed by existing regulations. (See applicable Bureau of Ordnance pamphlet.)

(6) Do not take any grenade apart unless ordered to do so.

(7) In throwing grenades in built-up areas, woods, or jungles, use care to avoid hitting intervening obstacles such as walls, trees, and vines.

(8) When live fragmentation grenades are thrown, take the following precautions:

(*a*) All personnel within a radius of 250 yards must wear steel helmets.

(*b*) Fragmentation grenades must be thrown to obtain ground burst.

(9) Except where incendiary action is desired, incendiary type grenades should not be ignited within 5 feet of dry grass or other in-inflammable material. Neither should they be fired closer than 30 feet to personnel.

9–23 RIFLE GRENADES.—*a. Types; nomenclature.*—(1) *Types.*—(par. 9–21*b*).

(2) *Nomenclature.*—The names of the parts of one type of rifle grenade—the antitank M9A1—are shown in figure 80. This is the most commonly used grenade and is similar in many respects to other types.

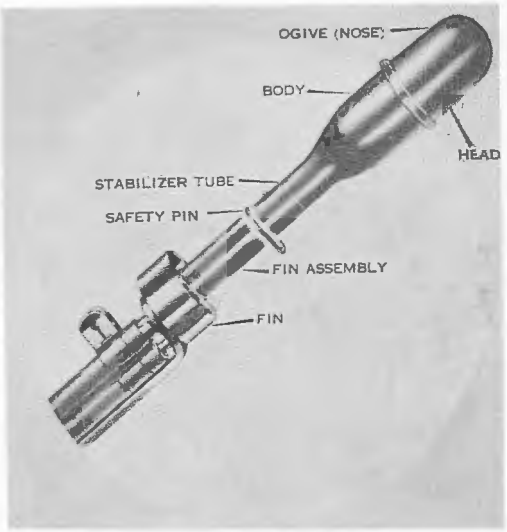

FIGURE 80.—Antitank grenade M9A1.

b. Accessories.—When a rifle grenade is fired with the M1 rifle, four accessories are used. These are: special cartridge, launcher, M15 sight, and valve screw. When fired with the carbine the accessories used are: the special cartridge, the launcher, and the M15 sight.

(1) *Special cartridges.*—There are two different kinds of cartridges:

(*a*) The rifle grenade cartridge, caliber .30, M3, which is used in rifles M1, M1903, M1903A1, M1903A3, and M1917.

(*b*) Carbine grenade cartridge, caliber .30, M6. This cartridge is used in carbines M1 and M2.

(2) *Grenade launchers.*—The grenade launcher is an extension to the barrel of the rifle or carbine. It is attached to the weapon by a special device. Ball cartridges can be fired through an attached launcher, but a ball cartridge must never be fired when a grenade is on the launcher. There are three types of rifle grenade launcher. The M7 is used on the rifle, caliber .30, M1. The M8 is used on the carbine, caliber .30, M1 and M2. The M7A3 is used on the rifle, caliber .30, M1 for firing the Energa antitank grenade.

(*a*) The M7 launcher and valve screw are shown in figure 81. To attach the launcher to the M1 rifle: First remove the clip and ammunition from the rifle and clear the chamber. Second, replace the gas cylinder lock screw with a valve screw. Third, slip the launcher over the rifle muzzle so the stud in the launcher

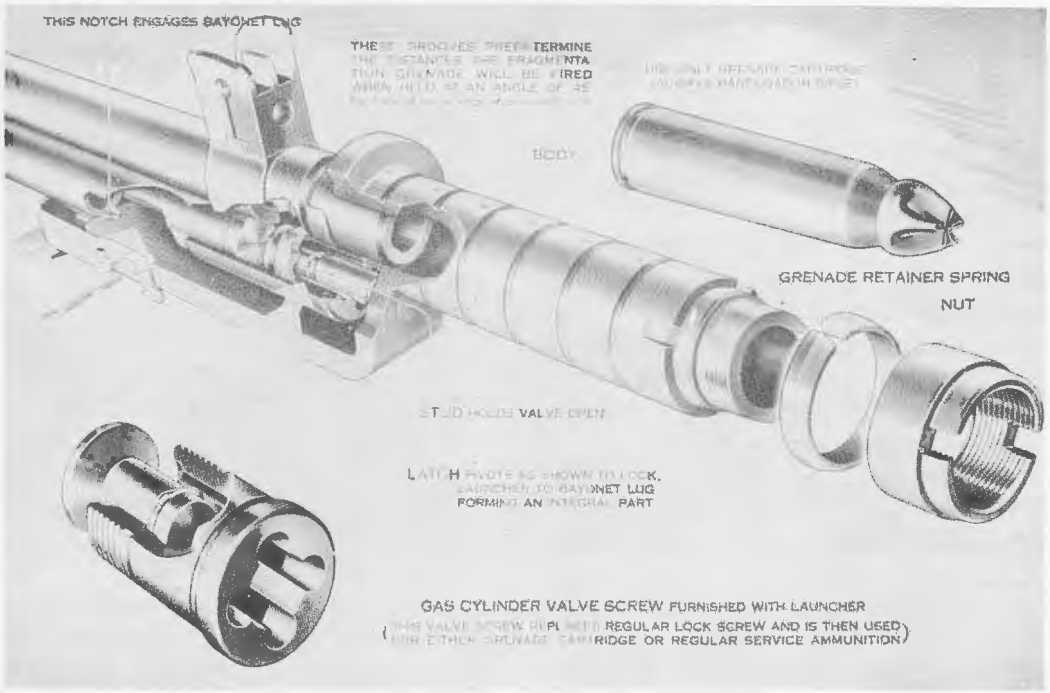

FIGURE 81.—Rifle grenade launcher M7.

enters the hole in the valve screw. Fourth, push the launcher down until it hits the bayonet lug on the underside of the gas cylinder. Fifth, push the latch toward the receiver and up until it snaps into position. The M7A3 launcher is attached in the same manner.

(*b*) The launcher M8 is used only with the carbine, caliber .30, M1 and M2. The device which attaches the launcher M8 to the carbine consists of a hinged clamp and wing nut. After the clamp is fastened by tightening the wing nut, it must be checked frequently. The launcher might slip forward during firing.

(3) *The M15 sight.*—The grenade launcher sight M15 is shown in figure 82. It can be put on the stock of the caliber .30 rifle M1 and the caliber .30 carbine by screwing the two special wood screws through the mounting plate into the stock. The sight bar assembly is then snapped on the mounting plate. The mounting plate is marked off in 5° intervals from 0° to 60°. The sight bar has an open sight and a leveling bubble for use in low-angle and high-angle fire respectively. The proper angles of elevation for given ranges are shown in the firing tables issued with all M9A1 grenades. Paragraph 9–23*d* explains the sighting procedure used in firing the M9A1 grenade. The M15 sight (fig. 82) is not used with the M7A3 launcher, which has its own integral sight (fig. 83).

c. Sequence of operations.—The same sequence is used in loading and firing grenades for both the rifle and the carbine.

(1) Open the bolt and clear the rifle.

(2) Push the rifle safety to the safe position (locked).

(3) Insert the cartridge in the chamber.

(4) Close the bolt.

(5) Place the grenade on the launcher in the position which will give the desired range.

(6) Withdraw the safety pin from the grenade.

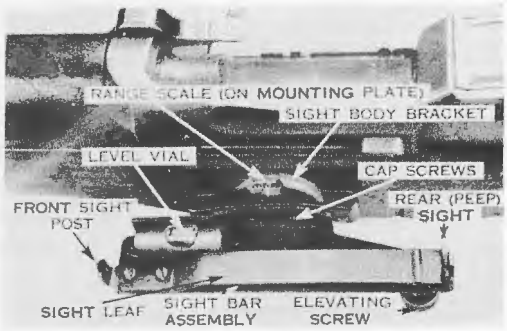

FIGURE 82.—Grenade launcher sight M15.

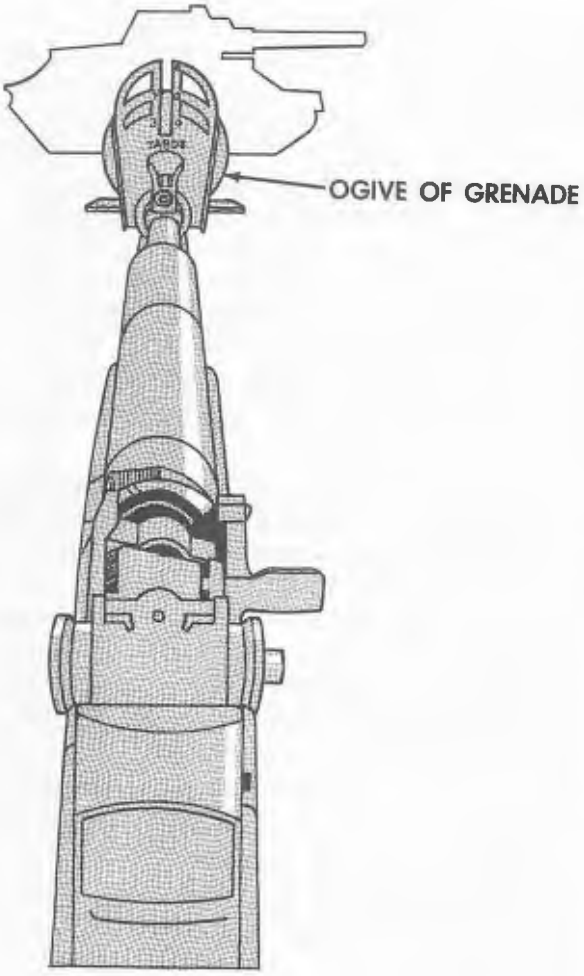

FIGURE 83.—M7A3 launcher. Sight alinement, range 70 yards.

(7) Push the rifle safety to the firing position (unlocked).

(8) Aline the weapon on the target. If high-angle fire is used, aline the weapon first with the muzzle lowered. Then raise the weapon to the proper angle of elevation before firing it.

(9) Fire the weapon.

d. Firing positions.—The antitank rifle grenade may be fired from any position from which the rifle can be fired except the sitting position. There are some additional rules, however, because of the power and peculiarities of the rifle grenade.

(1) When fired from the shoulder, be careful to seat the butt of the rifle firmly against the shoulder. Never fire at angles greater than 25° from the shoulder. For firing at such angles, the butt of the weapon should rest on some solid object such as a tree limb.

(2) Do not fire from the shoulder when in a prone position. Do not fire from the shoulder in any position where the body cannot move backward at least 12 inches with the recoil of the rifle. If necessary to fire from a prone position, use a rest for the butt of the rifle or carbine.

(3) The cheek cannot be pressed firmly against the stock, because of the height of the sight. Consequently, the head must be held well away from the rifle in order to prevent injury to the cheek from the recoil.

(4) When firing from any position, hold the left hand several inches back from the sling swivel. This eliminates the possibility of pinching the hand or fingers. Do not use the sling in flat trajectory firing.

(5) When firing from a standing position, as shown in figure 84, the body should be faced at an angle 60° to 70° from the line of fire. The feet are spread about 2 feet apart. Lean the body forward, into the piece, with the left knee slightly bent and the right leg straight.

(6) Figure 85 shows the proper way to fire while kneeling. Kneel on the right knee, half faced to the right. The left knee is bent so the lower part of the leg is vertical when seen from the front. The left arm is held well under

FIGURE 84.—Firing the rifle grenade off-hand.

FIGURE 85.—Firing the rifle grenade while kneeling.

the rifle and free from the left knee. The right elbow is above or at the height of the right shoulder. Hold the body well forward so its weight does not rest on the right heel.

(7) Figure 86 shows how to fire from a prone position with a butt rest. This rest may be a stump, vehicle rut, or anything else near at hand. Place the right forearm over the top of the rifle butt to hold it in position.

(8) Firing from a foxhole is shown in figure 87. Troops should fire from a standing type one-man foxhole in field firing. If the nature of the target permits, use the backwall of the foxhole as a butt rest.

e. Firing the Energa rifle grenade.—(1) The Energa rifle grenade may be fired from the standing, kneeling, and prone positions, but the butt of the rifle is never held against the shoulder. Instead, the rifle is held with the butt placed between the right arm and the trunk of the body. By inserting the left arm in a hasty sling, firmly grasping the rifle forward of the balance, and drawing the left elbow well back so the sling is tight across the chest, the whole upper body will absorb the recoil (fig. 88).

(2) To sight, the correct range arc is alined on the top of the grenade, which itself is alined on the target (fig. 83).

(3) The Energa rifle grenade is considered capable of knocking out a heavy tank. It will penetrate 8 inches of armor. The maximum effective range of this grenade is 100 yards, while 25–50 yards is considered the best range.

f. Safety precautions.—Following is a summary of the safety rules which must be observed when using, handling, and firing rifle grenades.

(1) *General precautions.*—General rules to be followed at all times with all grenades follow:

(*a*) Keep the grenade clean and dry, particularly on the inside of the stabilizer tube.

(*b*) See that there are no burrs on the rings of the grenade launcher and that the rings are free of grit.

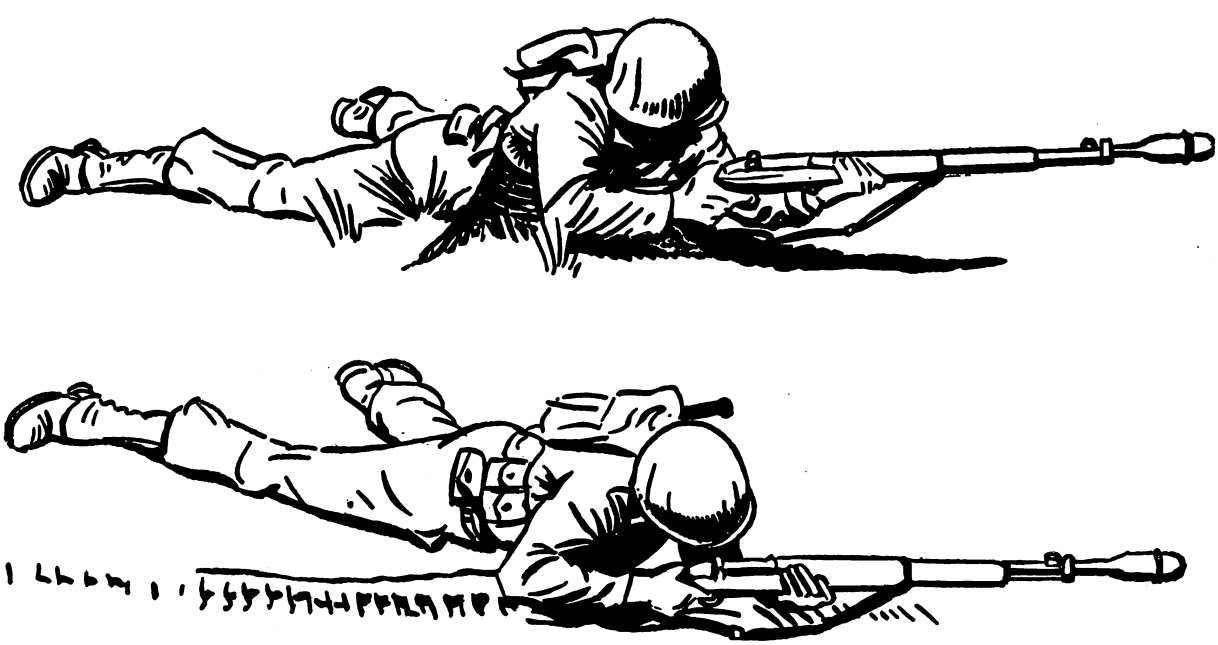

FIGURE 86.—Firing the rifle grenade from the prone position.

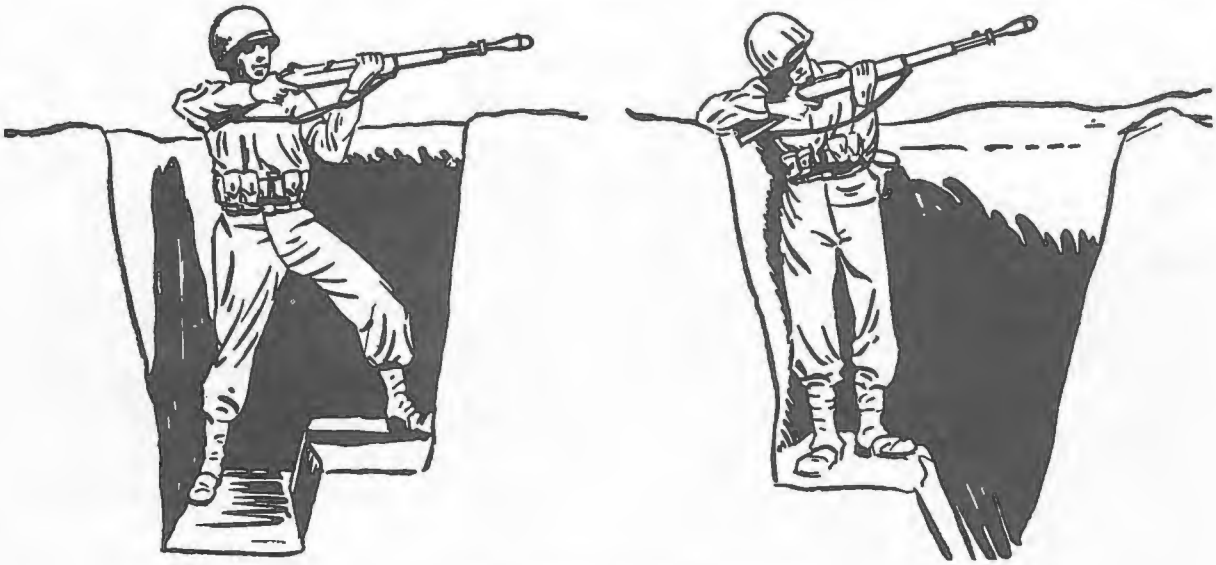

FIGURE 87.—Firing rifle grenade from a foxhole.

(*c*) When using the M8 launcher, inspect the wing nut on the clamp frequently to make sure it is tight.

(*d*) Never place a grenade on the launcher unless it is to be fired immediately.

(*e*) Never fire service or standard blank ammunition when a grenade is on the launcher.

(*f*) When firing the rifle grenade, the helmet should be worn. During the time the grenade is in flight, lie prone with face down or use cover such as foxhole.

(*g*) If a rifle grenade is being fired in the vicinity of troops, men should not approach within 125 yards of the target. If M9A1 grenades are being fired, men should not get within an angle of 30° on either side of their line of flight.

(2) *Precautions with time fuze.*—Special rules for handling grenades with a time fuze are:

(*a*) If the grenade is accidently armed after the safety pin is removed, unlock the rifle or carbine and fire it immediately. The grenade will explode in from 3 to 6 seconds. There will be no time to waste.

(*b*) Take care not to strike the lever after the safety pin is removed. Such action may cause the lever to spring from the grenade and allow the fuze to function.

(3) *Precautions with impact fuze.*—Rules for handling grenades with impact type fuzes are the same as the rules applying to firearms in general, with these additions:

(*a*) Do not drop a grenade after the safety pin has been removed.

(*b*) If the grenade cartridges M3 or M6 do not fire and there are no additional cartridges available, lock the weapon, replace the grenade safety pin, and remove grenade.

FIGURE 88.—Off-hand position for firing the Energa grenade.

SECTION VI

TACTICAL TRAINING OF THE INDIVIDUAL

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9–24 GENERAL.—The tactical training of the individual is aimed at making him an efficient member of a tactical unit and preparing him for the tactical training of that unit. The individual must be so trained that he will instinctively do the right thing, even in moments of extreme excitement or fear.

9–25 COVER AND CONCEALMENT.—*a. Definitions.*—Cover is any protection against the fire of hostile weapons such as a reverse slope, a foxhole, trench, buildings, or any natural or manmade obstruction to enemy fire. Concealment is protection from hostile ground or air observation but not from hostile fire. Anything that hides an object from the enemy but will not stop hostile fire is concealment.

b. The principles of individual concealment are:

(1) Use all available cover.

(2) Improvise concealment (camouflage) (ch. 10).

(3) Expose nothing which glitters.

(4) Blend with background.

(5) Stay in shade.

(6) Remain as motionless as possible.

(7) Observe from a prone position.

(8) Observe from broken outline of objects (fig. 89).

c. The principles of individual cover are:

(1) Successive cover must be in the direction of the advance.

(2) Use all available cover.

(3) Be able to fire and observe from cover.

(4) Study the terrain from the enemy's point of view.

d. Movement.—The principles of movement are:

(1) When observing, move exposed parts of the body slowly.

(2) When changing positions move as rapidly as possible to a previously selected position and drop quickly (figs. 90 and 91).

(3) Make use of all available cover and concealment when moving by creeping and crawling (figs. 92 and 93).

(4) Do not run at night except in an emergency.

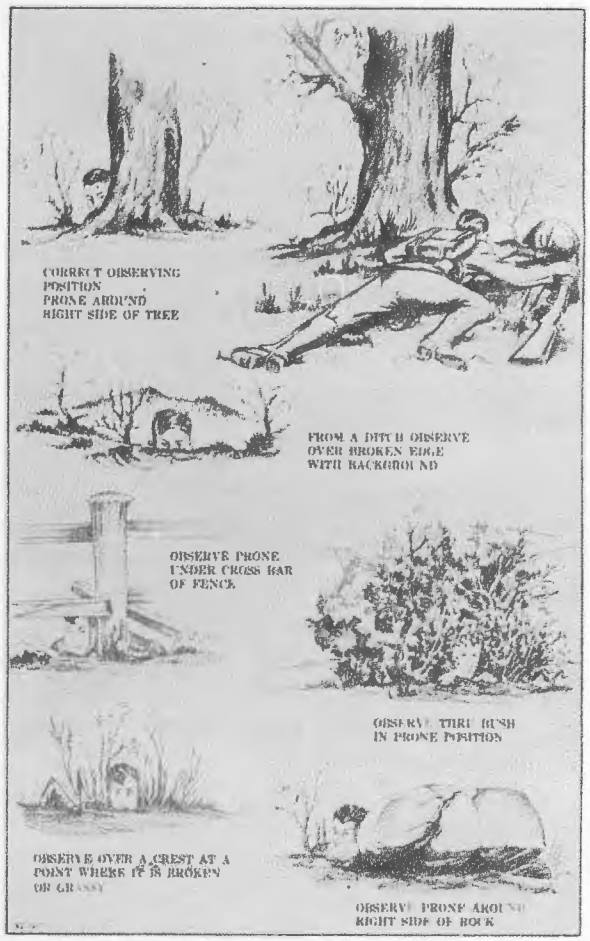
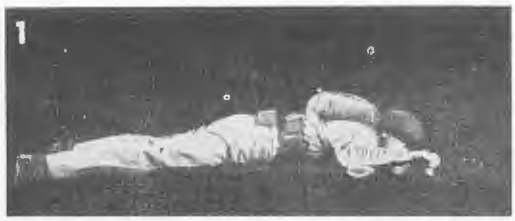


FIGURE 89.—Correct methods of observing.



(1) Keep all parts of the body flat on ground.

(2) Raise head slowly to select new position.

(3) Lower head slowly, draw arms in, cock right leg forward, preparing to rush.

(4) Raise body with one motion by straightening arms.

(5) Spring to feet, stepping off with left foot.

(6) Run in a zigzag line toward new position selected. Crouch low with left hand near the balance of the rifle and right hand at small of stock.

FIGURE 90.—Rushing from a prone position.

(5) Take advantage of sounds at night to cover up own movements.

(6) At night, avoid densely wooded areas and depend on darkness for concealment.

(7) At night, move stealthily and quietly; stop and listen frequently.

e. Passing obstacles.—All movement near man-made or natural obstacles in the presence of the enemy should be made cautiously because they will almost always be covered with fire. The danger of booby traps and mines on and near obstacles is always present.

f. Passing wire.—(1) *Over wire.*—low wire can be walked over by using the hands to hold the wire and carefully placing the feet on cleared spots on the ground (fig. 94). The rifle butt and one hand are used in the event the rifle is carried ready for instant use.

(2) *Under wire.*—To cross under wire the individual moves on his back. He feels above and behind for strands of wire and inches himself along holding the wire clear of his body. He is careful not to tug or jerk the wire. This causes noise and might set off booby traps or mines. He may carry his rifle on his stomach or hold it between his body and arm with the bayonet resting on his shoulder (fig. 95).

(3) *Cutting wire.*—When cutting wire alone, the cut should be made near a picket, holding the wire with one hand and cutting between the picket and the holding hand. This prevents the loose ends from flying back (fig. 96). When two men work together, one holds the wire with both hands, the other cuts the wire between his hands.

9–26 SCOUTING.—Every man should be thoroughly trained in scouting. He must have a working knowledge of:

a. Map reading and field sketching (FM 21–25).

b. Use of the compass.

c. Terrain appreciation.

d. Observing and reporting.

e. Proper use of cover and concealment.

9–27 THE COMPASS (fig. 97).—*a. Method of using.*—(1) Hold against the cheek with

(1) Stop rush and plant both feet in position.

(2) Drop quickly to knees, slide hand to heel of the rifle.

(3) Fall forward, breaking fall with butt of the rifle.

(4) Heels down, knees and stomach flat on ground, get head down if not intending to fire.

(5) Ready to fire.

FIGURE 91.—Dropping to prone position.

(1) Body and check are flat against the ground, rifle is dragged along on toe of the butt with finger over muzzle to keep out dirt.

(2) To move forward, push arms forward and cock left leg forward.

(3) Pull yourself forward with arms, push with the left leg.

(4) You can move faster by alternating legs, but this makes silhouette higher and the rifle gets in the way of the right leg.

FIGURE 92.—How to crawl.

(1) Body is kept free of ground with weight resting on forearms and lower legs, rifle is cradled in arms to keep muzzle out of dirt.

(2) Move forward by alternately advancing the elbows and knees, knees always kept in position well behind the buttocks.

(3) Notice that when creeping the body presents a higher silhouette than when crawling. Creeping permits faster movement.

FIGURE 93.—How to creep.

FIGURE 94.—Passing over wire.

FIGURE 95.—Passing under wire.

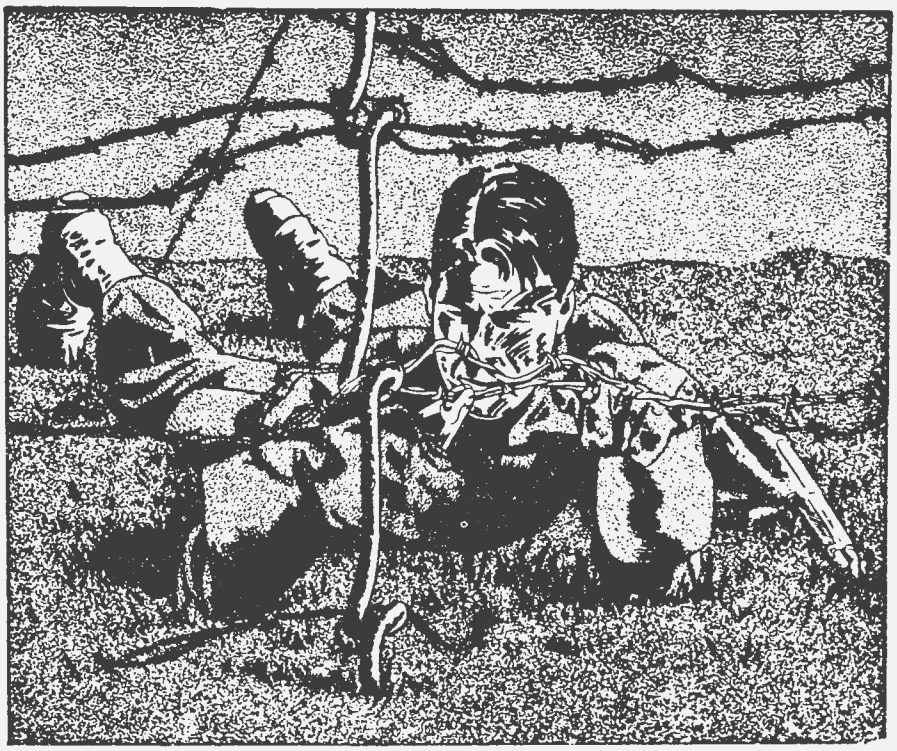


FIGURE 96.—Cutting wire.

thumb through ring, supported by the first two fingers (fig. 98).

(2) Adjust eyepiece until figures on dial can be read.

(3) The arrow at rest points to magnetic north. The angle any line makes with the north line, measured clockwise from the north point, is the magnetic azimuth of that line.

(4) Hold the compass as directed in (1) and (2) above. Stand so the arrow is under the stationary index, the line of sight is now magnetic north.

(5) Turn the body either to the right or left. The number now under the stationary index is the magnetic azimuth of the new line of sight (fig. 99).

b. Cautions in the use of the compass.—The compass is effected by iron and electrical fields. The rifle, helmet and other metal equipment should be put aside when the compass is being used. High tension lines, telegraph lines and even barbed wire will affect the compass. Stay well away from them when using it.

9–28 TERRAIN APPRECIATION.—*a.* Military terminology for terrain features is of great importance. Its use avoids confusion in reports and explanations (fig. 100).

b. Terrain can always be evaluated in terms of the following five factors.

(1) *Observation.*—Protects against surprise, permits an evaluation of the terrain and allows the delivery of effective fire.

(2) *Fields of fire.*—Necessary for the effective employment of all weapons. The best fields of fire are over level or uniformly sloping, open terrain.

(3) Concealment and cover (par. 9–25).

(4) Obstacles.

(5) Routes of communication allowing the movement of troops and supplies.

9–29 OBSERVING AND REPORTING.—*a.* The individual must be impressed with the importance of carefully observing and of reporting all information no matter how seemingly unimportant. Bits of unimportant information when pieced together have quite often given the answers to important questions. Good observation is an important factor in the art of self-preservation, not only for the individual but for his unit. Avoiding ambushes, selecting targets, directing fire, and many other things depend on good observing.

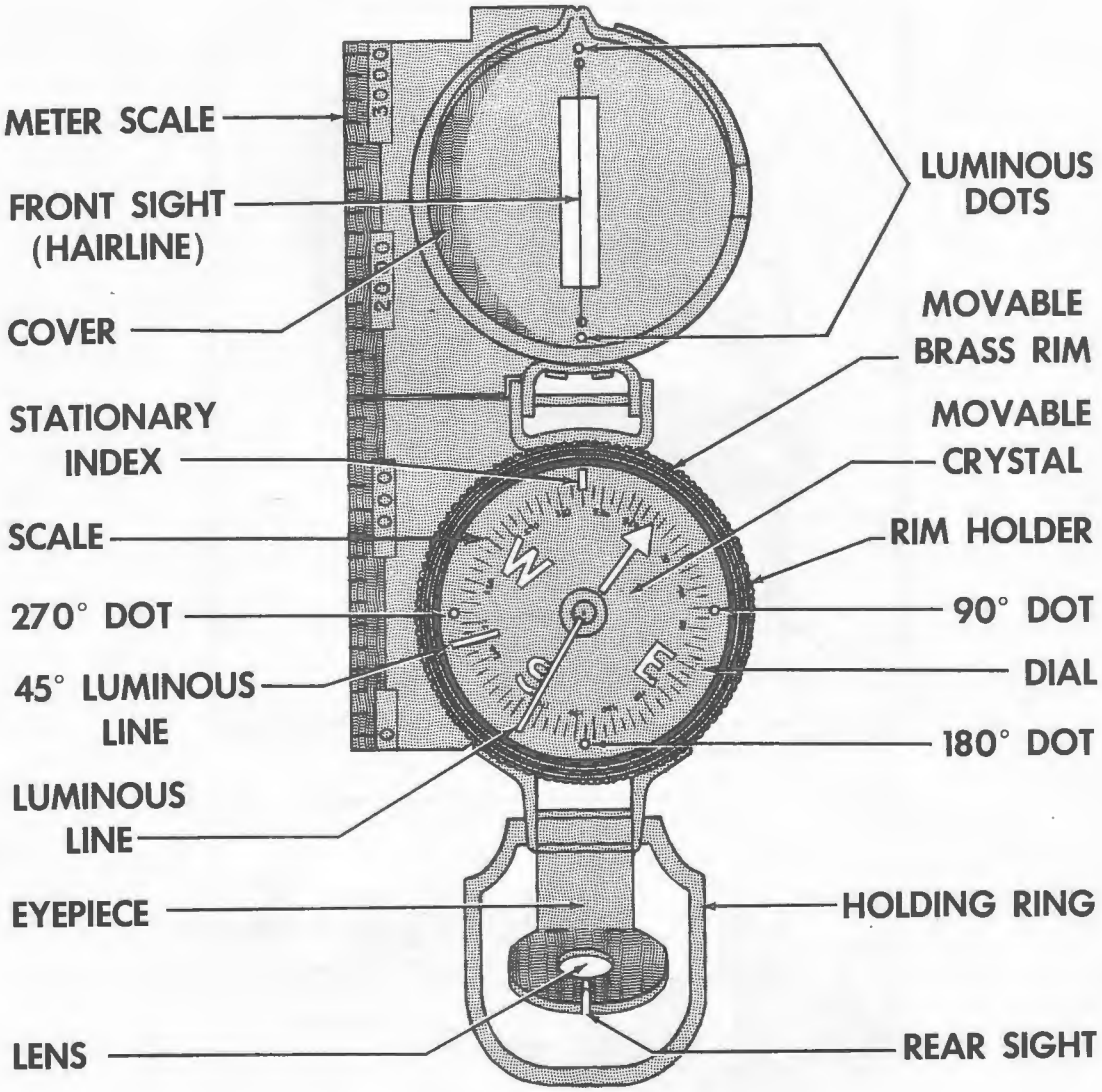


FIGURE 97.—Nomenclature of compass.

b. The selection of observation posts is an important factor in good observing. They must not be obvious to the enemy but still must have a commanding view of the terrain. Camouflage discipline must be maintained while in the observation post and also when entering and leaving it. When the observation post has been selected and occupied, the most dangerous ground—that nearest it—is searched first. The ground is searched in narrow strips 50 yards in depth, going from side to side parallel to the observer's front. Then search a similar strip farther away but overlapping the first and continue in this manner until the entire field of view is covered (fig. 101).

c. Reporting is not confined to oral or written reports of what was observed. It also includes the turning over to proper authorities any diaries, maps, reports, unfamiliar weapons and any other enemy material.

9–30 INSTRUCTIONS TO INDIVIDUALS IN CASE OF CAPTURE.—If the individual is taken prisoner he should remember that by the international rules of warfare he is required to give only his name, rank, birthdate, and serial number. He should answer no other questions. Neither should he allow himself to be frightened by threats into giving any information. He should not give false answers but merely refuse to answer.

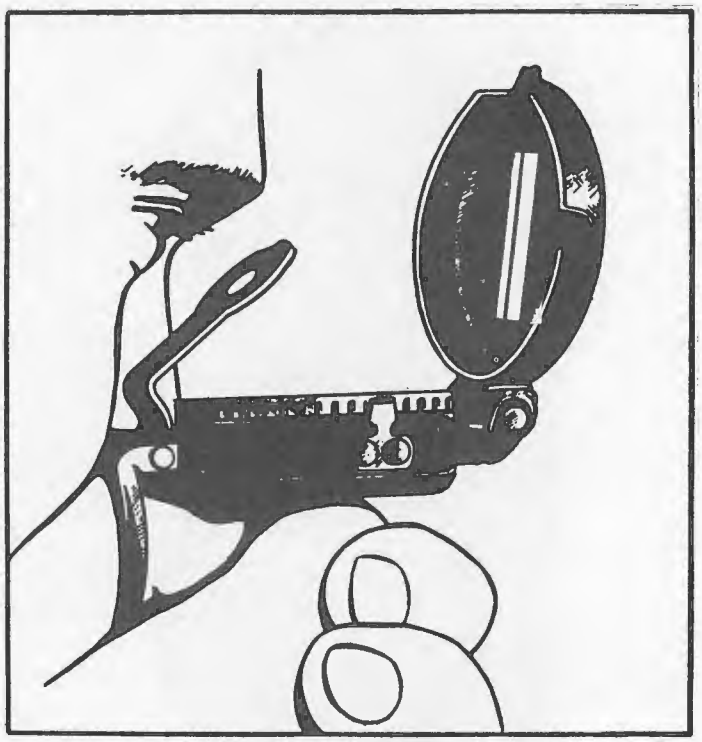


FIGURE 98.—A method of holding the compass.

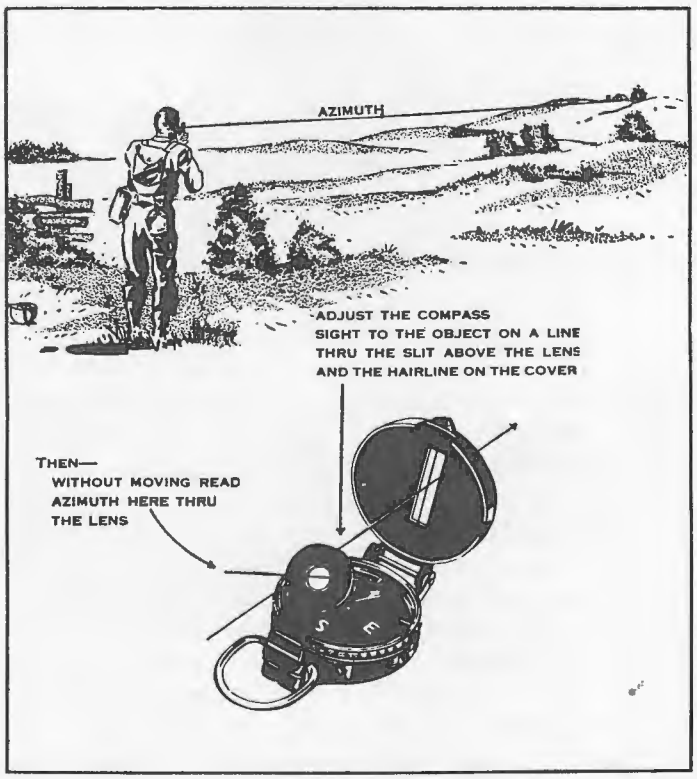


FIGURE 99.—Method of determining the azimuth of a visible object.

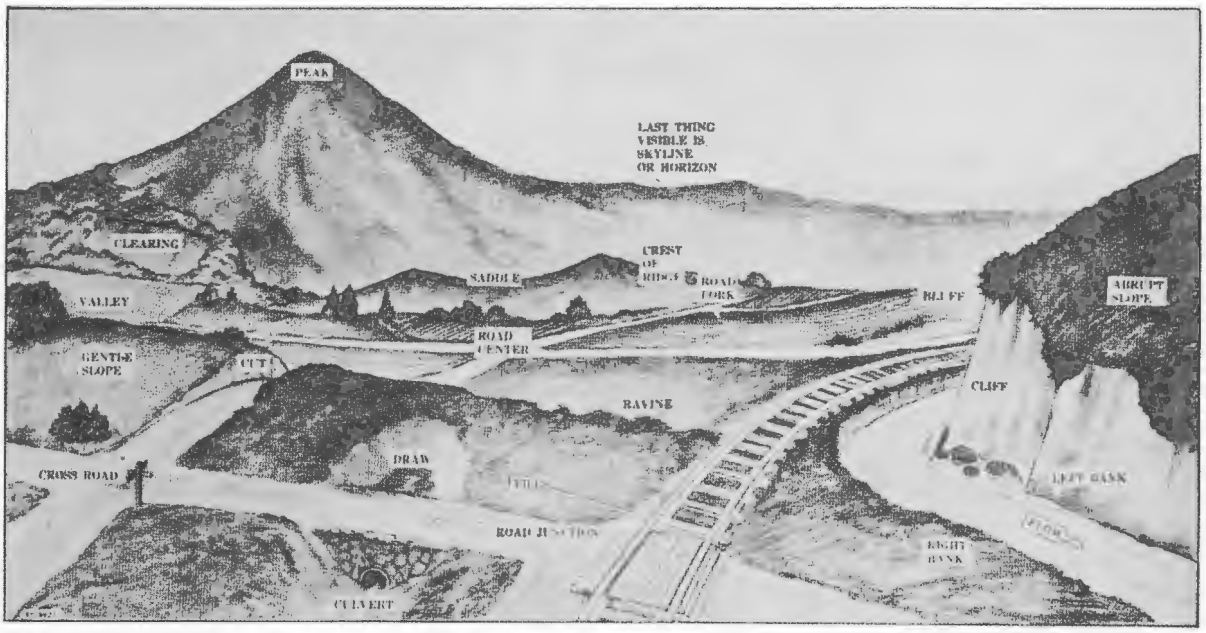


FIGURE 100.—Terrain features.

FIGURE 101.—How to search terrain.

SECTION VII

HAND TO HAND COMBAT

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9–31 GENERAL.—*a.* Hand-to-hand combat is the oldest form of combat. It involves combat with a club, knife, bayonet, or completely unarmed.

b. Hand-to-hand combat is involved in assaults on enemy positions, disposing of sentinels quickly and quietly, the capture of prisoners by raiding parties and other situations where it becomes necessary to close bodily with the enemy.

c. In the defense, hand-to-hand combat becomes necessary when the enemy enters the defensive position and friend and foe are so intermingled that firing is dangerous to either force.

d. At night when the enemy enters defensive positions and the defenders do not wish to disclose themselves by firing, hand-to-hand combat with bayonet, knife, club, or judo becomes necessary. Weapons such as blackjacks and garrotes can be devised (fig. 102).

9–32 PURPOSE.—Hand-to-hand combat, or close combat, is taught the individual to give him confidence in himself during situations involving physical contact, to enable him to destroy his enemy in close combat, and to improve his skill in the use of his basic weapons through speeded reflexes.

9–33 THE BAYONET.—*a.* The will to meet and destroy the enemy in hand-to-hand combat is the spirit of the bayonet. A determined enemy cannot be driven from his position by fire alone. He will often remain in his position until sealed in or driven out in hand-to-hand combat, therefore the bayonet or the threat of it is a factor in every assault. The bayonet is an offensive weapon. Aggressiveness is absolutely necessary for success. There is no fencing or preliminary maneuvering. Nothing but a driving attack will win. The use of the bayonet in the defense is also aggressive. The defender must turn attacker and drive the enemy from the position. The bayonet fighter must move forward or die.

b. The bayonet fighter's positions are guard, short guard, and high port.

(1) *Guard.*—(*a*) To assume the position of guard, face the opponent. Leading with the left foot, take a short step and space the feet laterally as well as in depth, toes pointing toward the opponent. Bending the knees slightly, incline the body slightly forward, hips level (fig. 103). At the same time throw the rifle forward, point of the bayonet moving straight toward the opponent, and catch the rifle with both hands. This movement must be swift and sure. Grasp the rifle with the left hand, palm against the left side of the rifle at the most convenient point forward of the balance (usually just in front of the lower band) with the left arm slightly bent. Grasp the small of the stock with the right hand, palm to the left. To prevent bruising the right forefinger, hold the small of the stock so the finger does not touch the trigger guard. Hold the base of the butt snugly against the side of the hip with the under, inside portion of the forearm against the comb of the stock. Hold the rifle firmly but not rigidly with both hands. Do not cant it. Point the bayonet at the base of the opponent's throat. Balance the weight of the body on both legs, ready for instant movement in any direction. Keep the eyes on the opponent's bayonet and body.

(*b*) *Short guard.*—To assume the position of short guard from guard, bring the rifle back so the right hand is at the right hip. This is a convenient carrying position when moving through dense woods, brush, trenches, around buildings, or when the enemy may be encountered suddenly at very close quarters.

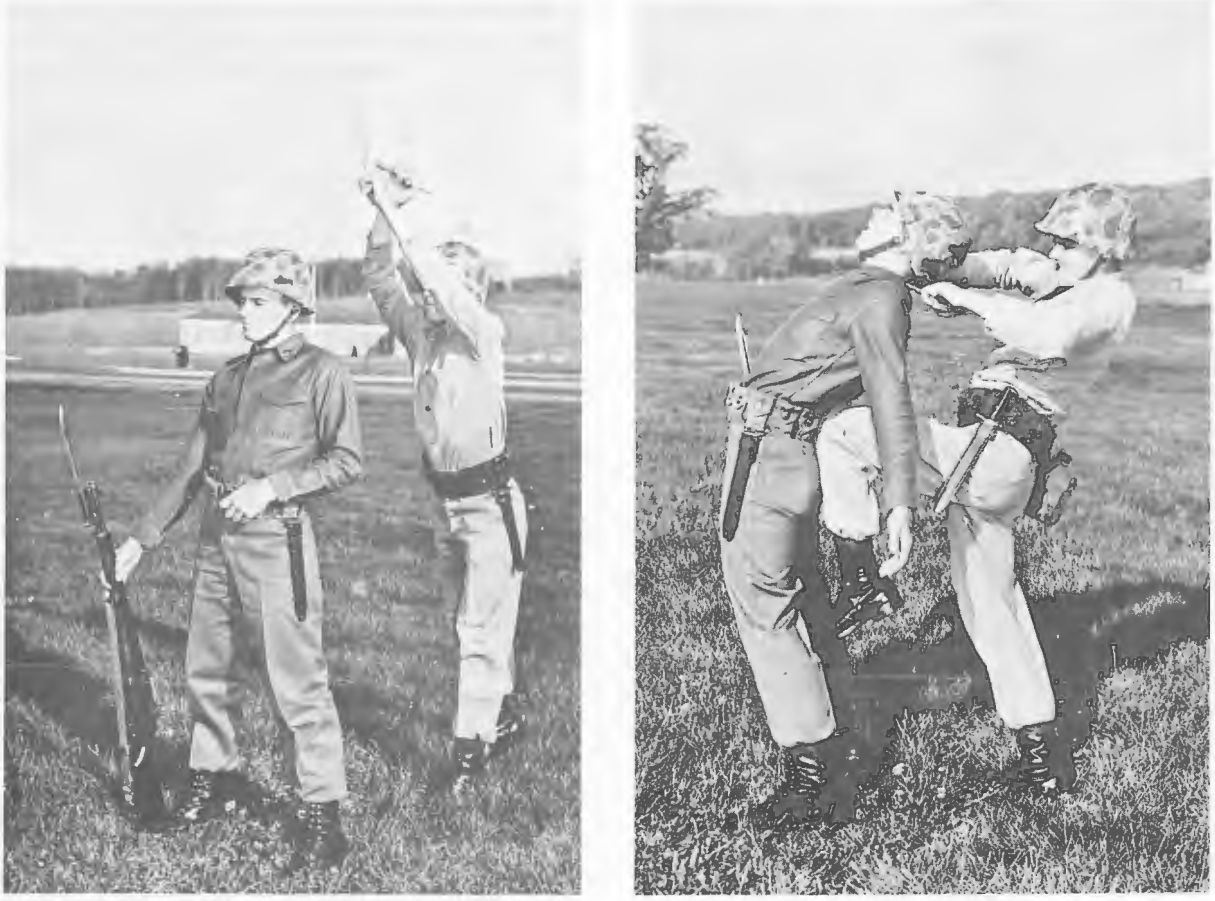

FIGURE 102.—Garrote, taking down a sentry.

(*c*) *Common errors.*—Common errors made by inexperienced personnel are: feet not separated in a well-balanced stance; hips not facing straight forward; body too erect; right forearm not firmly pressing comb of stock against the body; left arm straight, or bent too much; rifle gripped tensely, restraining freedom of movement; and point of bayonet too high.

(2) *High port.*—(*a*) *To assume position of high port from the position of guard.*—Without changing the position of the feet or the grasp of the hands on the rifle, carry the piece diagonally across the body, sling to the front, until the left wrist is level with and in front of the left shoulder (fig. 104).

(*b*) Employment in jumping trenches and hurdling obstacles. To jump holding the rifle at high port, throw the piece sharply upward and forward from the high port on taking off, and bring it back on landing. Jumping, with the piece held in the same approximate position by the left hand alone, should also be practiced. This leaves the right hand free to assist in clearing the obstacles. To jump holding the rifle in the guard position, snap it up quickly on taking off, maintaining the grasp of the hands, and start the piece down when the highest point in the jump is reached. The piece will be snapped down to guard position as the jumper alights.

c. The bayonet fighter executes the following movements: whirl, long thrust, short thrust, and withdrawal. The beginner learns these movements as separate actions. By training, however, he learns to execute them in varying combinations as swift, continuous actions.

(1) *Whirl.*—To execute the whirl from the position of guard bring the piece to high port, whirl to the left about by pivoting on the ball of the left (leading) foot, and resume the position of guard.

FIGURE 103.—Position of guard.

(2) *Long thrust and withdrawal.*—(*a*) To execute the long thrust from the guard position, advance the rear foot and lunge forward, extending the entire body (fig. 105).

(*b*) Complete the extension of the body as the rear foot strikes the ground. During this movement drive the rifle, gripped firmly by both hands and guided by the left, forcefully in a straight line at the opponent's throat or other opening in his body. Quickly extend the left arm to its full length so the bayonet darts toward the target. At the instant of full extension, hold the butt of the rifle inside of and pressed against the right forearm, bend the leading knee, incline the body well forward, and straighten the rear leg.

(*c*) Keep the eyes on the point of attack during the entire movement.

(*d*) If the thrust is evaded, move in swiftly with another thrust or butt stroke. Retraction and recovery after the thrust will be instantaneous. There must never by any lingering in the extended position.

FIGURE 104.—Position of high port.

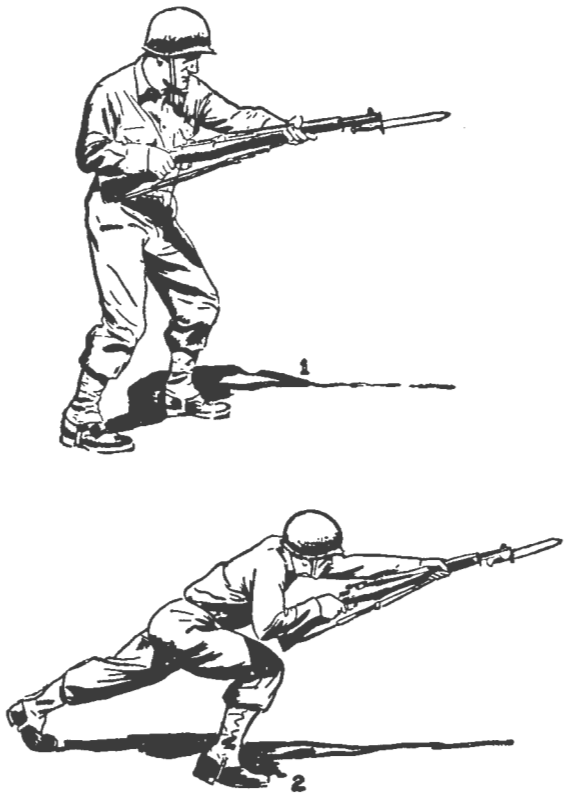

FIGURE 105.—Long thrust from position of guard.

(*e*) The power of the long thrust comes from the arms, shoulders, back, legs, and weight of the body. The distance from which the long thrust is launched depends on the reach and speed of advance of the attacker. The maximum distance for each individual is determined by trial at the thrusting dummies. It is imperative for each man to know his reach and be able to judge his attack distance accurately so his thrust will reach the target. By increasing the number of steps, the individual will be trained to execute the thrust with either foot forward.

(*f*) *Common Errors.*—"Telegraphing" the thrust by drawing the rifle back just before delivering the thrust; thrust made with the arms alone, not with the power of the legs and body; thrust accompanied by a slight slash, preventing straight forward position; point of bayonet carried too high, or at a lateral angle to target; butt not braced against inside of the right forearm; body not inclined far enough forward; loss of balance, caused by taking too long a step; leading knee not sufficiently bent; eyes not on the point of attack.

(*g*) To withdraw from the long thrust, advance the left foot and jerk your rifle back along the line of penetration with the force and weight of the entire body. Carry the body to the rear by straightening the forward leg. If necessary, maintain balance by shifting the right foot to the rear (fig. 106). If the enemy is down, place one foot on him and withdraw. In any event withdraw instantly, prepared to execute the short thrust or a butt stroke or to assume the position of guard or short guard. Do not linger in the extended positions.

(3) *Short thrust and withdrawal.*—(*a*) *Execution.*—Being in the guard or short guard position, or on withdrawal from a long thrust, execute the short thrust in the same manner as the long thrust, except that the leading foot is advanced in lunging forward (fig. 107). The

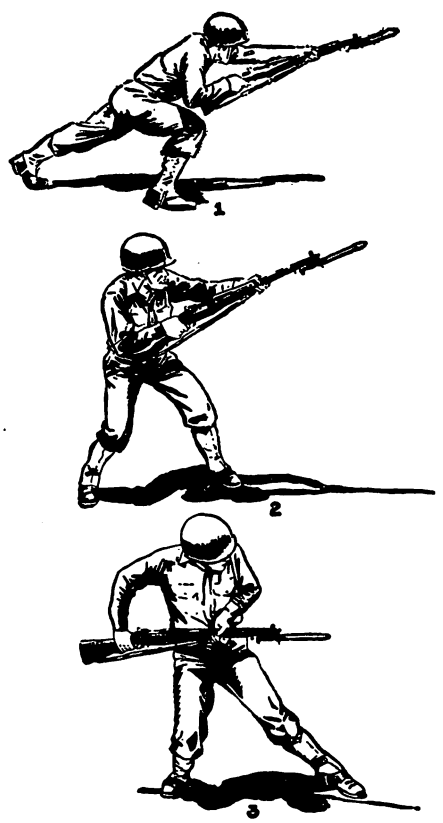

FIGURE 106.—Withdrawal from long thrust.

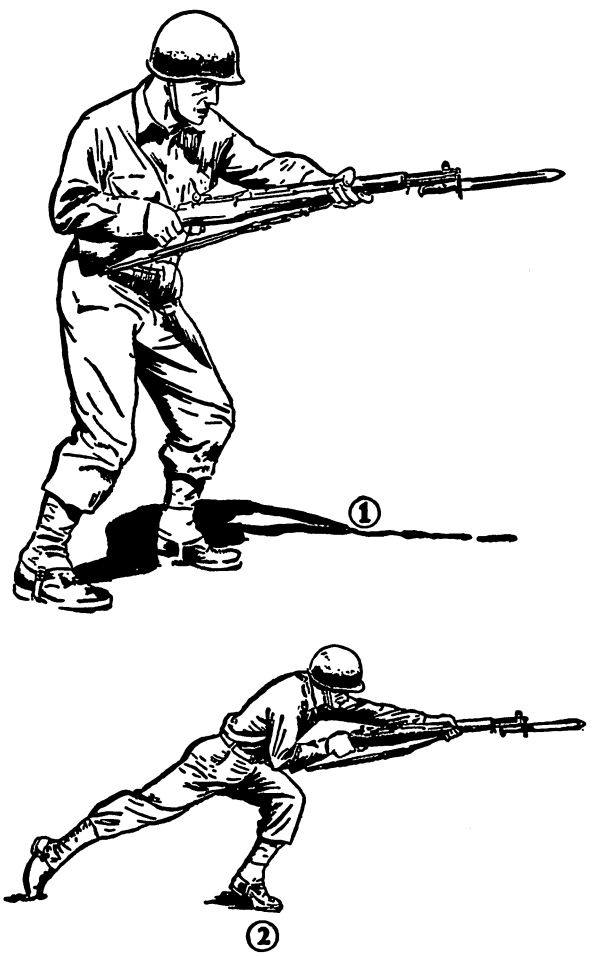

FIGURE 107.—Short thrust.

short thrust is used when an opponent is encountered suddenly or at a range too close for the long thrust. Practice will include executing the short thrust with either the right or left foot forward.

(*b*) *Withdrawal.*—Withdraw from a short thrust in the same manner as from a long thrust. Upon completion of the withdrawal, recover to the guard position, or execute another thrust or butt stroke.

d. Parries.—(1) *Purpose.*—The parry is an offensive blow to create an opening by beating the opponent's bayonet out of the way. It is made by a forward and lateral movement of great force and speed. The lateral movement of the blade is limited to the extent necessary to beat the opponent's weapon clear of your body. The momentum of the parry is continued into a thrust or butt stroke. The position of the opponent's weapon will determine the direction of the parry. The parry invariably will be made in the direction that will best create an opening for instant execution of a thrust or butt stroke.

(2) *Execution.*—(*a*) *Parry right.*—To parry right from the position of guard, lunge forward as in a long thrust (fig. 108). At the same time, thrust the piece diagonally forward and to the right by straightening the left arm in the direction of the parry, moving the butt to the right and keeping the piece parallel to the guard position. Keep the comb of the stock pressed firmly against the under and inner surface of the right forearm. Limit the diagonal forward movement to beat the opponent's blade just clear of the body. Continue the parry into a long thrust during the same forward step. As the bayonet strikes the opponent's blade, beat it clear of the body. At the instant the bayonet glances off the opponent's weapon, drive it into him in the same continuous movement.

(*b*) To parry right preceding a short thrust, execute the movement described above, making the parry just prior to the forward lunge with the forward foot.

(*c*) *Parry left.*—To parry left, lunge forward as in the parry right, thrust the rifle forward and to the left so the butt is approximately in front

FIGURE 108.—Straight parry, right.

FIGURE 109.—Straight parry, left.

of the left groin, deflecting the opponent's bayonet clear of the body (fig. 109).

(*d*) The parry left is followed by a thrust, or by a butt stroke in case the point of the bayonet is not on a line toward the opponent.

(*e*) *Common errors.* Failure to use sufficient force and speed, caused by using the arms alone without the weight and momentum of the body; making a wide sweeping movement, without any forward movement of the piece, eyes not on the opponent's weapon.

e. Butt strokes and slashes.—(1) *General.*—The bayonet fighter does not use butt strokes and slashes in combat when it is possible to use a thrust. He can, though, use them advantageously in many situations, particularly in close-in fighting when there is not enough room to deliver a thrust or immediately after a thrust that has been evaded. When using a butt stroke he can often knee his opponent in the groin, trip him, or kick him in the legs. Butt strokes and slashes lend themselves especially to fighting in trenches, woods, and brush, or in a general melee when lateral movements are restricted.

(2) *Vertical butt stroke series.*—(*a*).—To make the vertical butt stroke from the guard position, step in with the rear foot, and, at the same time, drive the butt forward and in a vertical arc to the groin, solar plexus, or chin. Put the force of the whole body into the blow (fig. 110). The vertical butt stroke may also be started from a crouched position to hit low points on the opponent's body, while offering him a small, difficult target.

(*b*) *Smash.*—If the opponent moves backward and the vertical butt stroke misses, step forward swiftly with the rear foot and drive the butt at his head, extending the arms fully forward and advancing the other foot to retain balance (fig. 111).

(*c*) *Slash.*—If the opponent again retreats out of butt range or falls, continue the advance, slashing diagonally downward with the bayonet. Guide the slash toward the junction of the neck and shoulder, hitting either this point or the

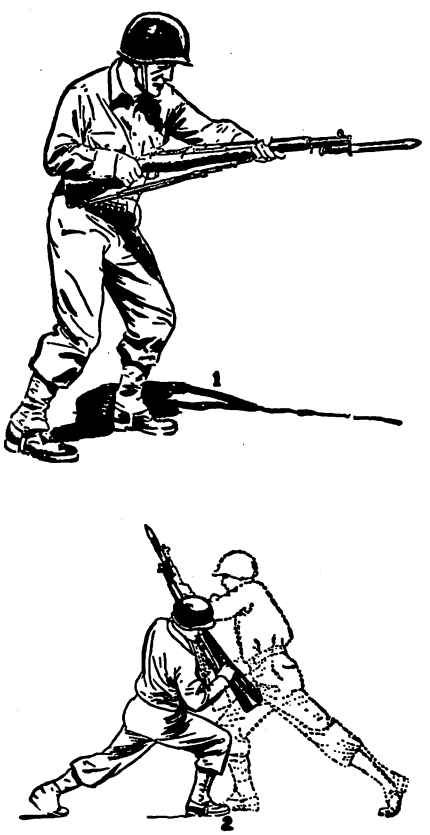

FIGURE 110.—Vertical butt stroke.

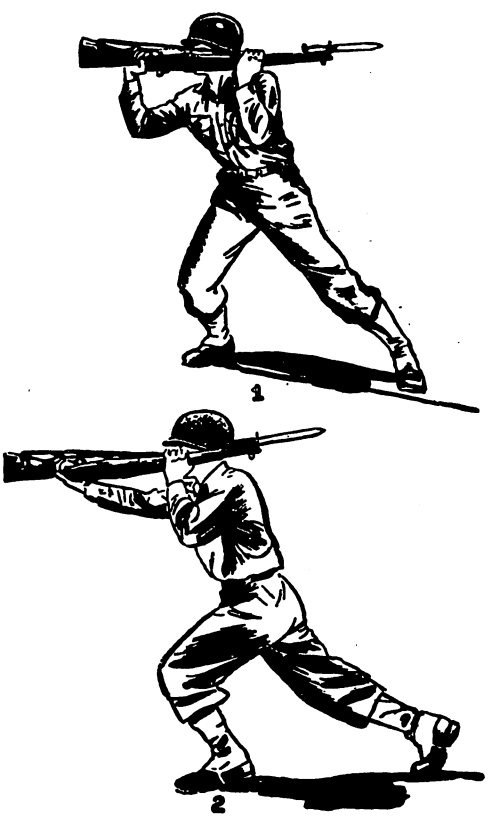

FIGURE 111.—The smash following vertical butt stroke.

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head, throat, or arms. If the slash misses (note that a miss brings the movement close to the position of guard), continue the attack vigorously (fig. 112).

(3) *Horizontal butt stroke series.—In this series the plane of the rifle and bayonet is horizontal instead of vertical.—(a).—Horizontal butt stroke.*—To make the horizontal butt stroke from the guard position (fig. 113), drive in vigorously, advancing the rear foot, and swing the butt diagonally upward through an arc to the opponent's head or body.

(*b*) *Smash.*—If the horizontal butt stroke misses because the opponent has moved backward, deliver a smash, maintaining the butt in the same horizontal position.

(*c*) *Slash.*—If the smash misses, continue the attack with a slash, executing the movement as directed in the vertical butt stroke series.

(4) *Common errors.*—(*a*) Failure to reach out at the opponent.

(*b*) The force of the arm and body not in the movement, occurring when the plane of the bent right arm is not in the plane of the rifle and bayonet.

(*c*) Insufficient speed.

FIGURE 112.—The slash following smash.

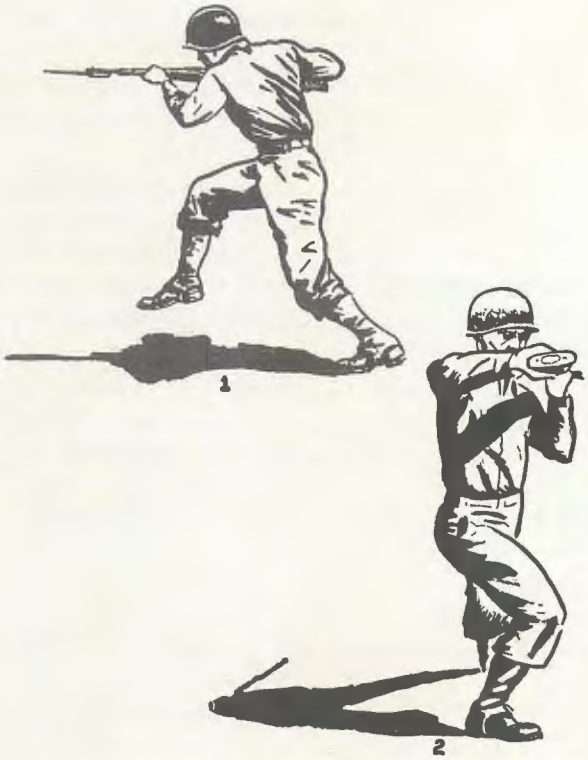

FIGURE 113.—The horizontal butt stroke.

9–34 THE KNIFE.—*a. General*—(1) The knife is used primarily when stealth and quiet are required, such as silencing a sentry or disposing of outposts in a night attack.

(2) A knife attack is made, if possible, from the rear so the attack will strike the enemy before the attacker is seen. The knife is a "last resort" weapon.

b. Grip.—(*a*) To grasp a knife for fighting purposes, lay the grip of the knife diagonally across the palm and close the fingers around it firmly but not too tensely. Notice that the second, third, and fourth fingers will each be wrapped around the grip more than the index finger. The thumb and index finger will be just inside the guard. If the blade is single-edged, it can face either inboard or outboard (fig. 114).

(2) The diagonal grip will give maximum control and effectiveness with the knife. Avoid an overhand or underhand grip as they are too limited in their usefulness.

c. Stance.—The recommended stance for knife fighting is similar to a boxer's (with one

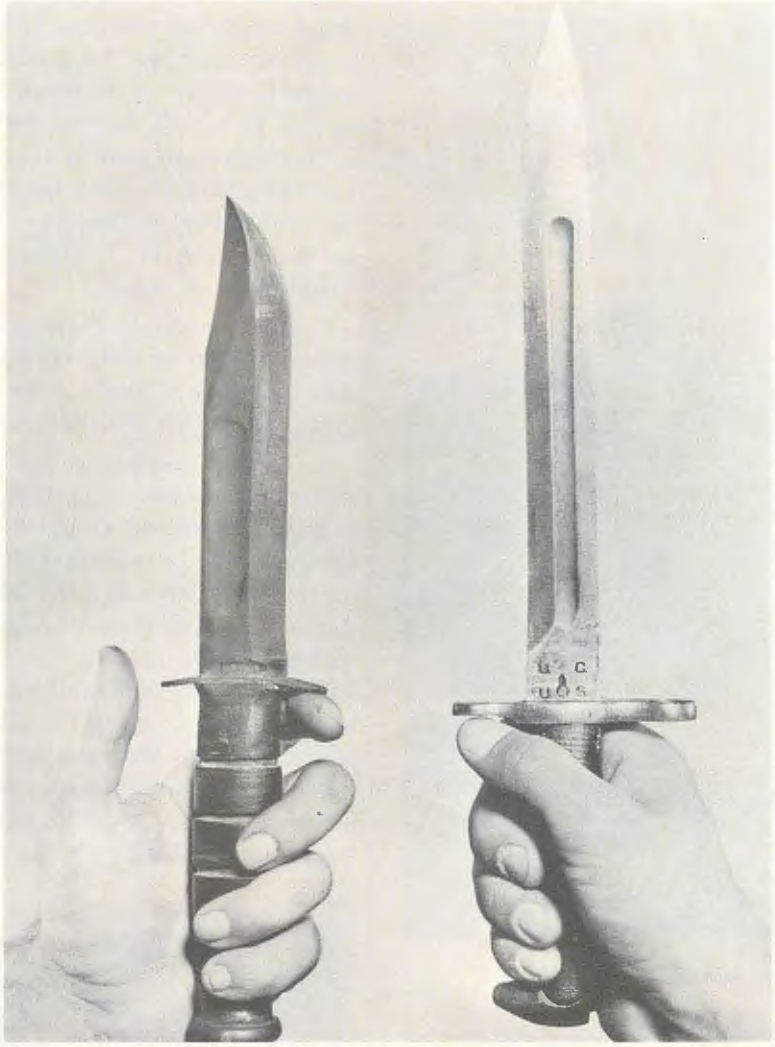

FIGURE 114.—Grip on knife.

foot advanced) or to a wrestler's (with the feet more or less in line), whichever is best for the individual. In any event the feet are comfortably apart, weight distributed evenly on the balls of both feet, knees flexed and body bent somewhat forward from the waist, poised and ready to react swiftly in any direction. The eyes are always on the enemy. The knife is held about waist high and close to the body, the blade pointing at the enemy's torso. The other hand is extended in front of the body as bait, to ward off any advances the enemy might make, or to maneuver him into an opening for a quick thrust or slash (fig. 115).

d. Where to strike.—(1) The parts of the body most vulnerable to thrusts are the abdomen, the throat (especially near the base) and the kidneys. The thorax is, of course, a vital spot because of the heart and lungs within. However, it is not quite as vulnerable to a thrust as the first-mentioned spots because of the possibility of the knife being deflected or stopped by a rib. For any of the spots mentioned, a 3-inch penetration is sufficient to cause death.

(2) *Slashes.*—The primary target for slashes is the throat. It must be remembered that cutting the windpipe is often not enough, but that the jugular vein(s) or the thyroid gland must be severed as well. A good slash in this region is, of course, fatal. Other exposed areas where slashing is very effective though perhaps not fatal are: the hands, especially if the enemy has a knife or club; the thighs near

FIGURE 115.—Stance for knife fighting.

the knee joint where a good slash will hamstring the enemy; the armpits and chest and back muscles in the immediate vicinity, where a good cut may immobilize an arm; the face, especially the eyes and forehead where running blood from a slash will help blind an enemy; the crotch, which is a vital area; and to a lesser extent the insides of the wrists which are not too well exposed but where a slash may incapacitate a hand and eventually cause death through arterial hemorrhage. If in the course of the melee there is a chance to slash anywhere—arm, chest, back or anywhere else—it is natural to strike instinctively. The cuts all add up to weaken the enemy, but it is necessary to hit a vital spot as soon as possible.

e. Knife thrust.—Keep the wrist rigid and let the knife be an extension of the arm. Execute the thrust to the exposed vital spot by shooting the arm out and driving the knife from its initial position in the vicinity of the waist straight to its mark. Such a thrust might be delivered to the abdomen or throat, or to the kidney if the enemy's side is exposed. In withdrawing from a thrust, do not simply pull the blade straight out; twist it sharply as the withdrawal is made to enlarge the wound. an alternative is to slash vigorously as the withdrawal is made.

f. Knife slashes.—Slashes can be made with either the tip of the blade or a cutting edge. The best type of slash to use depends upon the knife, its weight and its cutting edges.

g. Taking down a sentry from behind.—On infiltration missions it may be necessary to quietly dispose of a sentry. A knife can be used for this purpose very effectively. Crawl up to sentry from behind, within 6 feet of him if possible. Come up quietly off the ground and spring to him quickly but silently. Clap the left hand over his mouth, pinch his nostrils between the left thumb and forefinger and slash straight across his windpipe with the knife. Have a knee in his back, and get him down before he drops his rifle or anything else he might have in his hands (fig. 116). If taken by

FIGURE 116.—Taking down a sentry.

surprise the sentry will be unable to emit an outcry (because of hand over mouth and nose and because of severed windpipe), nor should he be able to struggle.

9–35 JUDO. — *a. General.* — Judo is of Chinese origin and was adopted by the Japanese as their own, late in the twelfth century. They called it "Jiu Jitsu". The Jiu means "gentle" and Jitsu means "art". Late in the nineteenth century the Japanese combined all the better systems of Jiu Jitsu and called the combined systems Judo meaning "the way" or "principle". The American Judo Club improved on the Japanese system and far outstripped it in effectiveness. The Judo system actually amounts to little more than scientific dirty fighting. There is no place for sportsmanship in Judo.

b. The vital spots of the human body.—There are a few simple exposed spots of the human body. If hit there hard enough, a man will die.

(1) *The throat* (fig. 117).—A blow here with the edge of the hand, fist, or elbow will stun a man; if the blow is hard enough, it will kill him by collapsing his windpipe.

(2) *Crotch* (fig. 118).—This is one of the most vital areas to work on and should always be first in mind. Even a light blow to the testicles will cause great pain. A hard blow to the crotch may cause fatal injuries and is sure to take the fight out of a man in a hurry. Never forget the crotch; hit there automatically.

FIGURE 117.—Throat blow.

FIGURE 118.—Crotch blow.

(3) There are many other parts of the body that are vulnerable to hitting, kicking, biting, and gouging; the eyes, nose, ears, mouth, kneecaps, shins, instep, back of the neck, and many others (fig. 119). In hand-to-hand combat nothing is banned. The more vicious the attack, the more successful it will be.

c. Take-downs.—There are a variety of ways to throw an enemy to the ground. Each has its advantages and disadvantages. Openings must be made and advantage taken of them.

(1) *Hip throw.*—(*a*) Grab the opponent's left side with your right hand, pushing his side away. Grab his right arm underneath the elbow with your left hand, pulling it toward you.

(*b*) Secure his right hand under the left elbow and armpit pressing hard against his elbow (arm straight) and obtaining a lever-like action which will help twist his right shoulder

FIGURE 119.—Back of neck.

FIGURE 120.—Hip throw, part 1.

toward you. Simultaneously, push his left side away with your right hand (fig. 120).

(*c*) With your right foot step quickly across your left and behind the opponent's right (still keeping the feet well under you to maintain balance), bend your knees and get your right hip under the opponent's right hip. Push his weight onto your hip.

(*d*) Straighten your legs fast and at the same time bend your trunk forward pulling back on the opponent's right elbow and pushing forward and down on his torso with your right arm. This will spin the opponent off the ground and onto your hip (fig. 121).

(*e*) When he is highest in the air suddenly pull your hip out from beneath him and fall hard on top of him. He will land on his back, head, or shoulder blades; land with your right shoulder on his chest and right forearm in ribs, stomach, or crotch.

(*f*) Follow through instantly with hard blows by knee, fist, or edge of hand to the immediately accessible vital spots.

(2) *Rear leg trip.*—A very quick, simple and effective take-down.

(*a*) Grab the enemy by the clothing, preferably his left side, with your right hand and his right elbow with your left.

(*b*) Swing your right leg across your left and behind his right leg (note how this movement protects your crotch).

(*c*) Swing your right leg and heel back sharply, kicking his right leg (at or just below the knee) out from under him. At the same time press him back and down (fig. 122).

(*d*) The opponent will go down hard on his back. Stay with him, landing hard on top of him, and drawing back your right fist.

(*e*) Swing your right fist up hard into his crotch.

(3) *Drop kick.*—Good if worked fast before the opponent closes in too much.

(*a*) Reach forward with both hands and grab hold of enemy's coat by the lapels, collar, or breast and at the same time raise your right (left if preferred) foot and plant it hard in his

FIGURE 121.—Hip throw, part 2.

stomach (fig. 123). The wrists may be crossed if desired. For some people it is easier this way and a more effective strangle can be worked from it.

(*b*) Throw back your head, pull the opponent forward and sit down fast, not bending your right leg too much (fig. 124). This will start to throw the opponent over your head. You will be rolling on your back on the deck (fig. 125).

(*c*) Immediately follow through with hard hand blows to his throat, eyes, nose, mouth, crotch, or other accessible vulnerable parts of the body.

(4) *Belt pull.*—A very effective take-down which should leave the man beaten by the time he hits the deck.

(*a*) With your right fist punch your adversary hard in the stomach.

(*b*) With your right hand grab hold of his belt, or if none his clothing and pull him forward.

(*c*) At the same time bring the heel of your left hand up hard under his chin bending his

FIGURE 122.—Rear leg trip.

FIGURE 123.—Drop kick, part 1.

FIGURE 124.—Drop kick, part 2.

FIGURE 125.—Drop kick, part 3.

head way back and gouging his eyes with your fingers. Simultaneously, knee him hard in the crotch with your right knee (fig. 126). The combination of the belt pull, blow on jaw, bent-back neck, and knee in crotch will drop the man. Go down with him.

(*d*) When going down on top of him turn your right side into the opponent (thus protecting your crotch) and land with all your weight on the knee in his crotch.

d. Come-alongs.—The use of Judo is not confined to actual combat but is widely used in peacetime police work and is an important part of the training of Shore Patrol and Military Police. The most useful parts of Judo in this work are the come-alongs.

(1) *Thumb-catch come-along.—Position.*—Facing opponent.

(*a*) Move your left hand forward palm up. Catch the opponent's right thumb between your left thumb and forefingers (fig. 127).

(*b*) At the same time catch his right sleeve at the elbow with your right hand and pull it forward, force his right hand up toward his armpit, bending his arm and bending his wrist back (palm of hand to wrist) (Fig. 128).

FIGURE 127.—Thumb catch come-along, part 1.

FIGURE 126.—Belt pull.

FIGURE 128.—Thumb-catch come-along, part 2.

FIGURE 129.—Thumb-catch come-along, part 3.

FIGURE 130.—Handshake come-along, part 1.

(*c*) Secure the crook of his right elbow well within the crook of your left elbow and bear down hard with your left hand on the back of his right hand, completing the come-along (fig. 129).

(2) *Handshake come-along.—Position.*—Facing opponent.

(*a*) Grasp his right hand as in a handshake.

(*b*) Suddenly pull him forward and at the same time step to his right with your left foot (fig. 130).

(*c*) Reach under his arm and come down sharply with the cutting edge of your left hand on the inside of his right elbow. At the same time bend the back of his hand toward his wrist, helping to bend the arm also (fig. 131).

(*d*) Secure the crook of his right elbow well within the crook of your left elbow and bear down hard with your left hand on the palm of his hand, thus securing the come-along (fig. 132).

(3) *Club come-alongs.—(a) Underarm method.*—Approach opponent from left rear with the club held horizontally under your right armpit with about 1½ feet protruding forward. Have your left hand ready to grasp his left hand and

FIGURE 131.—Handshake come-along, part 2.

FIGURE 132.—Handshake come-along, part 3.

FIGURE 133.—Club come-along, underarm, part 1.

your right hand down and slightly forward (fig. 133). Draw his left hand out with your left hand and slip the club inside his left arm. Bring his left forearm back toward his body, then forward and up so he incloses the club within his left elbow. At the same time bring your right hand up from below and grasp the club near the front end, trapping his left wrist, maintain the grip on the club with your right armpit (fig. 134). Bear up and to the left, hard, with the right wrist thus forcing the bony part of his wrist and forearm into the club. At the same time lift up on the club by raising your entire body (fig. 135). The only persons upon whom this come-along is ineffective are those with very muscular forearms and wrists.

(*b*) *Side of arm come-along.*—This is practically the same as in the underarm method. Place the club along opponent's left elbow from the outside, catch his left hand and reach inside

FIGURE 134.—Club come-along, underarm, part 2.

FIGURE 135.—Club come-along, underarm, part 3.

FIGURE 136.—Club come-along, side arm, part 1.

of his left arm with your right arm (fig. 136). Catch the front end of the club with your right hand (palm down), and at the same time bring his left hand up and back past his shoulder, bearing down on the club with your right hand and armpit as you do (fig. 137).

(*c*) *Crotch come-along.*—Grasp the club in the center with the right hand. Slip the club between the opponent's legs from the rear and lift up hard so the horizontal club binds the front of his thighs. At the same time grab the scruff of his collar or his left arm and push forward. Walk the opponent away by keeping the club raised high. He will be off balance and unable to run or maneuver (fig. 138).

FIGURE 137.—Club come-along, side arm, part 2.

FIGURE 138.—Club come-along, crotch.

SECTION VIII

OPERATION ORDERS

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9–36 GENERAL.—Combat orders are those pertaining to operations in the field. They are classified as:

a. Operation plans and orders.—An operation plan is a detailed statement of the course of action to be followed to accomplish a prescribed or anticipated mission. It is the formal statement issued by a commander to subordinate commanders to outline the coordinated execution of an anticipated operation in the field. An operation order puts it into effect.

b. Administrative plans and orders.—An administrative plan is the formal statement of a commander giving the necessary information and instructions concerning the procedure under which the elements of his command will receive logistic support and administer personnel activities during a projected or anticipated operation. The order puts it into effect.

c. Letters of instruction.—A letter of instruction contains the general plans and orders of commanders of higher echelons (Fleet Marine Force or higher) for the regulation of operations.

d. Warning orders.—A warning order contains advance information enabling subordinate units to make preparations to execute subsequent orders.

9–37 SCOPE OF OPERATION ORDERS.—*a. Purpose.*—In five paragraphs, operation plans and orders detail the complete information and orders necessary to implement the decision of the commander. They are written so subordinate units and agencies will have a thorough understanding of the part each is to play in the operations.

b. Methods of issuance.—(1) Operation orders may be oral, dictated, or in written form. The most important factor influencing the form and method of issuing an operation order is the time available for its preparation and distribution. An order should reach its destination in sufficient time to obviate halting the troops while waiting for instructions. Time should also be sufficient to permit the lowest subordinate commander concerned an opportunity to reconnoiter, place his troops in position, make other necessary arrangements, and issue his own orders prior to the hour set for the beginning of the action.

(2) Oral and dictated orders are similar in that both are spoken orders. When oral orders are issued, notes are made by the recipients. Dictated orders are recorded verbatim by the receiver and a complete copy of the order or notes is kept by the staff of the issuing commander.

(3) Written orders may be in message or other convenient form. The use of accompanying maps, photomaps, overlays, and tables save time and words and minimizes errors. In many cases an entire operation order can be placed on a map or overlay.

c. Type.—Operation orders may be either complete or fragmentary.

(1) An order is complete when it covers all essential aspects and phases of the operation. Complete orders include missions to all subordinate units charged with the execution of tactical operations in carrying out the commander's plan.

(2) Fragmentary orders are used when speed in delivery and execution is imperative. Fragmentary orders are issued successively as the situation develops and decisions are made, and consist of separate instructions to one or more subordinate units prescribing the part each is to play in the operation or in the separate phases thereof. They may be issued directly to subordinate commanders, or to their representatives; or they may be transmitted by means of signal communication or by special messengers. When transmitted orally, the

instructions should be followed, if practicable, by a written confirmation. When conditions permit, special messengers are used for the delivery of oral or fragmentary field orders. Fragmentary orders may be either oral or written; they may be accompanied by maps, sketches, or overlays, or they may consist of maps, sketches, or overlays with written instructions thereon. They are concise but not at the expense of clarity or omission of essential information. Instructions issued in fragmentary orders may be repeated in a complete operation order or in an annex if considered desirable.

9–38 FORM OF OPERATION ORDERS.—*a. Heading.*—The heading contains the security classification, a statement concerning change from oral orders, copy number (hand-written), issuing headquarters, the place of issue, date and time of issue, file notation, title and serial number of the order, references (maps, charts, and photomaps), and the time zone to be used throughout the order. If used, the code name of the operation will follow, and be on the same line as, the operation order title and number.

b. Body.—The body contains the task organization (when too complicated or lengthy to be contained in par. 3) and five main numbered paragraphs.

(1) *Task organization.*—The task organization includes the task subdivisions or tactical components which comprise the command together with the names and grades of the commanders. Units in support are shown under the headquarters of the major unit which commands them, not under the headquarters the unit supports. Attached units are shown under the headquarters of the unit to which attached. Units should be listed under paragraph letters which correspond to those in paragraph 3. Only the task subdivisions on the echelon of command next below the issuing unit are normally shown.

(2) *Paragraph 1 (situation).*—Paragraph 1 always has three subparagraphs: *a. enemy forces; b. friendly forces;* and *c. attachments and detachments.* This paragraph contains information only. It does not include plans or instructions.

(*a*) *Paragraph 1a (enemy forces).*—Contains information of the enemy such as composition, disposition, location, movements, strength, identification, and capabilities. It refers to the intelligence annex, periodic intelligence reports, or the intelligence estimate when issued. Distinction should be made between factual information and conjecture.

(*b*) *Paragraph 1b (friendly forces).*—Contains information of friendly—higher, adjacent, cooperating, and supporting (not attached)—forces.

(*c*) *Paragraph 1c (attachments and detachments).*—Contains a list of nonorganic units attached to, and organic units detached from the command for the specific operation. It includes the date/time the attachment or detachment will take place.

(*d*) *Paragraph 1d (assumptions).*—This paragraph is included in operation plans, not orders. It states the assumptions used by the commander in arriving at his plan.

(3) *Paragraph 2 (mission).*—Contains a concise statement of the mission, and its purpose, of the command as a whole. It includes "what," "when," "how," "where," and as much of the "why," as may be appropriate. There are no subparagraphs.

(4) *Paragraph 3 (execution).*—There are no restrictions on the number of subparagraphs. This paragraph assigns definite tasks to each element of the command, organic and attached, which will contribute to the accomplishment of the overall mission.

(*a*) *Paragraph 3a (concept of operations).*—A clear concise summary of how the commander visualizes the operation will be conducted. This is an amplification of the decision contained in the commander's estimate. It should be as brief as possible, but may be published as an annex if lengthy or detailed. It may be shown on an operation overlay, in which case it need not be written out. If an overlay or annex is used, this paragraph makes reference to such.

(*b*) *Paragraph 3b, 3c, etc. (tasks for subordinate units).*—Separate lettered subparagraphs are assigned in alphabetical sequence to each major subordinate element. These subparagraphs correspond to the alphabetical listings in the task organization. Except as outlined in (*c*) below, all instructions to any unit having a tactical mission should appear in the subparagraph of paragraph 3 pertaining to that unit. Subparagraphs which assign

tasks to other combat and combat support elements (if applicable) follow in the following order: artillery (including antiaircraft), air, anti-mechanized units, LVT(P) unit, tanks, armored amphibian tractors, chemical, engineer, reconnaissance, service troops, shore party.

(*c*) The final subparagraph, always entitled *Coordinating Instructions*, contains the details of coordination and the control measures applicable to the command as a whole; for example, objectives, comments qualifying time of attack, line of departure, boundaries, beaches, bomb line, and reference to march table annex. Many of these, and other instructions applicable to two or more elements of the command, may be indicated in an attached overlay. In this case they need not be repeated here. Included also in this paragraph might be essential elements of information (unless an intelligence annex is issued), operational reports to be submitted (if not set forth elsewhere by SOP or special order), preparatory fire information, and the effective time of the order.

(5) *Paragraph 4 (administration and logistics)*.—Contains administrative and logistic instructions, if an administrative order is not issued. If issued, this paragraph refers to that order. In small commands, such as the naval landing party battalion, this paragraph contains all necessary information and instructions concerning supply, evacuation and hospitalization, transportation, service, personnel, and other such matters.

(6) *Paragraph 5 (command and communications-electronics)*.—Contains instructions concerning command, command relationships, and the operations of communications and electronics.

(1) Paragraph 5*a* may refer to a standard plan or to a communications-electronics annex, if issued. If not issued it should contain; reference to the index of communications operations instructions (COI) currently in effect, instructions on the use of radio and pyrotechnics, and restrictions on the use of any means of communication.

(2) Paragraph 5*b* gives the location of the command post of the issuing unit and those of subordinate units when known. When not known, instructions concerning the reporting of command posts when opened may be included.

(3) Paragraph 5*c* shows the axis of communications (indicated by successive tentative command post locations), and the location and time of opening of message centers.

(4) Also included may be subparagraphs concerning recognition and identification instructions, electronic policy, code words, liaison, and command relationships. Most items in paragraph 5 can usually be shown graphically on the operation map or overlay. If this is done, they need not be repeated in writing.

c. Ending.—The ending contains the signature, a list of annexes (if any), the distribution, the authentication (except on the original), and the classification.

9–39 ANNEXES TO OPERATION ORDERS.—*a. General.*—Annexes include:

(1) Those accompanying an order for purposes of brevity, clarity, and simplicity, for example, maps and overlays.

(2) Those used to amplify an order when the volume is too great for inclusion in the order itself.

b. To whom issued.—Annexes are issued to all units whose actions or movements are affected by the information and instructions contained therein.

c. Form.—(1) Written annexes usually follow the form prescribed for the complete operation order, except that information and instructions already given in the order need not be repeated in an annex thereto. They are lettered alphabetically in the order mentioned in the operation order.

(2) *Maps, sketches, charts, or overlays.*—Maps of the following types are frequently used as annexes: situation maps, operation maps, administrative maps, circulation maps.

(3) Annexes dealing with embarkation, debarkation, entraining, entrucking, march tables, and other technical data are shown in tabular form.

d. Preparation.—Annexes are prepared by the appropriate staff officers and submitted to the commander for approval and signature prior to issue. They are authenticated by the appropriate staff officer.

9–40 TECHNIQUE OF PREPARING OPERATION ORDERS.—*a. General.*—The purpose of a uniform technique in the writing of orders is to promote clarity and prevent misunderstanding. General technique to be observed follows:

(1) Orders must be clear, concise, and direct. Those giving missions for subordinate units should prescribe only such details or methods of execution as are necessary to insure that the actions of the subordinate unit concerned will conform to the plan of operations for the force as a whole. The abbreviated form of order with map or overlay is often used.

(2) Paragraphs 1 and 2 of an operation order are usually written in the present tense. In the interests of simplicity and clarity, the affirmative form of expression is used throughout the order.

(3) When the date and hour are undetermined, D-day and H-hour may be used, and the selected date and hour communicated later to those concerned.

(4) When the hour is expressed, it will be in the 24-hour-clock system.

(5) Whenever orders apply to units in different time zones, Greenwich Civil Time or the time zone specified by higher headquarters will be used. The zone suffix letter will immediately follow the last digit of the group. For example, 060225Z, March 60, will indicate 2:25 A. M., March 6, 1960, Greenwich Civil Time.

(6) Dates include the day, month, and year (6 Aug 60). In stating a night, both dates should be included (night 4–5 Aug 60).

(7) Boundaries limit zones of action or movement and areas of responsibility. These are designated by easily distinguishable terrain features in the sequence in which they occur on the ground. This sequence is normally given in the direction of the enemy, but in the case of a retrograde movement, in the reverse direction.

(8) Geographical names are written or printed in capital letters. This minimizes the chance of error and makes the places mentioned stand out prominently in the order. The spelling in the order must be the same as that on the map referred to in the heading of the order.

(9) Compass points are preferable to the terms "right" and "left." Should right or left be necessary, the user is assumed to be facing the enemy, or downstream if used with reference to a river.

(10) When places or features are difficult to find on a map, or when ambiguity may arise with names of similar spelling, they should be identified by coordinates, or by stating locations in relation to some easily distinguishable feature or place on the map.

(11) Roads are identified by name or by a sequence of points on the road, named in the direction of movement, and when there is no movement, from right to left or rear to front, by assuming that the person designating the road is facing the enemy. All other lines are designated in the same manner.

(12) Areas are designated by naming, counterclockwise, a suitable number of limiting points. The first point so named, regardless of whether the area pertains to friendly troops or to the enemy, is one on the right front from the viewpoint of friendly troops.

(13) (*a*) Expressions like "attack vigorously" are avoided. They are not only meaningless and verbose, but weaken the force of subsequent orders in which the expression does not appear. "Holding attack," "secondary attack," and "main attack," which qualify the vigor of the operation; and "try to hold" and "far as possible," which lessen responsibility, are further examples of the undesirable phrase.

(*b*) *Avoidance of highly technical language.*—In operation orders it is essential that there be no opportunity for misunderstanding, by any subordinate, of the exact intended meaning of all terms used. With partially trained troops and staffs, the use of technical military language may afford opportunity for such misunderstandings. Therefore, the use in combat orders of technical expressions should be avoided if there is any danger of misunderstanding. In such cases, words of common understanding should be substituted, even at the sacrifice of brevity. Clarity is the first essential, technique is secondary.

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b. Example of written operation order:

Copy No. *22 of 32 copies*
2d Naval Landing Party Bn
Mahout Group
In the Field
030900K Oct 55

SECRET
Operation Order No. 16–46 SIOUX
Time Zone: K
Map: Special Map, Mahout, 1st Engineer Topographical Battalion; Scale 1:10,000

1. (*a*) One enemy infantry company defends Objective A. (See operation map.)

(*b*) The 3d Naval Landing Party Bn will continue the attack near Fonsot village at 1000, 3 October 1946. An airstrike will be delivered on Objective A by fleet aircraft at 1030, 3 October 1946.

2. Battalion attacks, 1100, 3 October and secures Objective A. For Objectives, line of departure, and zone of action see operation map.

3. (*a*) To cross the line of departure on hill 440 at H-Hour D-Day with companies E and F abreast. To capture hill 660 by enveloping the hostile left (east) flank and crossing POLYNESIAN CREEK. Line of Departure: present line held by advance guard on hill 440. To be prepared to continue the attack to FONSOT on order.

(*b*) *Company E.*—Attack in zone west of UPSETCREEK, seize hill 212, assist Company F by fire in capture of hill 660. (See operation map.)

(*c*) *Company F.*—Attack in zone east of UPSET CREEK through woods east of hill 212, envelop enemy left flank and capture hill 660. (See operation map.)

(*d*) *Company G.*—Battalion reserve, protect right and left flanks of Battalion. (See operation map.)

(*e*) (1) Contact from left to right.

(2) Determine if enemy will withdraw.

4. Administrative order No. 14–55.

5. (*a*) Pyrotechnic Code:

Red Star Cluster—Objective taken.
Green Star Cluster—Mark front line.

(*b*) Normal radio traffic will be maintained.

(*c*) Command Posts: Battalion—trail junction (48.20–66.05). Companies report location when established.

(*d*) Time zone-10 (Kilo) time will be used in all messages.

By order of Commander Alpha
B. B. Bravo
Lieutenant Commander, USN
Executive Officer.

Annex A: Operation Map.
Distribution: A
OFFICIAL
s/s C. C. CHARLIE
C. C. CHARLIE
Lieutenant, USN
S–3

SECTION IX

SUPPLY AND EVACUATION

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9–41 GENERAL.—*a.* Supply and evacuation is a command responsibility. A commander may delegate certain functions but the responsibility of proper supply and evacuation remains his. The commander is also responsible for the supply and evacuation of attached units.

b. The impetus of supply is from rear to the point of consumption. However, it is each commander's responsibility to make known his requirements to higher authority.

9–42 PLANNING.—*a.* The plan of supply and evacuation must support the tactical plan. It must be simple and provide continuity.

b. There must be a detailed evacuation plan for any operation, whether it be actual operations against hostile forces or maneuvers against own forces, as there will be nonbattle casualties on any operation. Medical sections are an organic part of a landing party and will administer first aid to casualties. However, some plan must provide for the evacuation of casualties to the ships or to a hospital after initial treatment in the field.

c. The medical plan must provide for establishment of aid stations and collecting points through which casualties are evacuated.

9–43 SOURCE OF SUPPLY.—*a.* If the landing party is operating in the vicinity of the point of landing, the source of supply will be the ships from which debarked.

b. In the event the fleet must move away from the point of landing, supply dumps must be established ashore and means provided for their protection.

c. Operations inland away from the landing area will require the establishment of successive dumps and adequate means of transportation and guarding.

d. Supplies from ships may be augmented by purchases or requisitions from civilian sources.

9–44 TRANSPORTATION.—Transportation of supplies and casualties on operations can be accomplished by several means depending upon the situation. Evacuation of casualties can be effected in return trips of transportation that brings up supplies.

a. By boat.—When the point of consumption is on or near a beach or navigable river, the easiest method of transportation is usually by boat.

b. By carrying parties.—Carrying parties may be organized to transport supplies and evacuate casualties when the terrain is such that other means are impractical or when other transportation is not available. Local labor should be utilized when obtainable.

c. Confiscated, requisitioned, or hired civilian transportation.—Civilian vehicles may be used when obtainable and when required by the situation.

d. Air.—The transportation of supplies by air provides a rapid means of transportation to remote points and those inaccessible by other means. Casualties should be evacuated by air whenever possible and practicable. This is particularly true whenever the casualty requires immediate treatment beyond the capabilities of local medical facilities. The type of aircraft employed depends on local landing facilities as well as its own characteristics. Helicopters are usually the most effective for removal of casualties from and delivering supplies to units engaged in combat.

9–45 DUTIES OF PERSONNEL.—For duties and responsibilities of various personnel of a landing party connected with supply and evacuation see chapter 1.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 10

COMBAT PRINCIPLES

CHAPTER 10

COMBAT PRINCIPLES

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SECTION I

GENERAL

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General	10–1	431

10–1 GENERAL.—The combat principles contained in this chapter are applicable to a naval landing party or naval emergency ground defense force organized and equipped in accordance with the provisions of chapters 1 and 4.

SECTION II

OFFENSIVE COMBAT, GENERAL

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10–2 GENERAL.—*a.* This section deals with combat principles used by a commander to accomplish his assigned offensive mission.

b. Purpose.—The purpose of offensive action is the destruction of the enemy's armed forces, the imposition of the commander's will on the enemy, or the seizure of territory to further operations.

c. The fundamentals of offensive action.—(1) *Exploitation.*—Every plan for offensive action must, in addition to providing for the capture of critical objectives as intermediate goals, provide for the exploitation of advantages thus gained. Commanders should keep reserve forces available for the exploitation phase. Failure to do so may result in a war of attrition in which the attacker usually suffers the heavier loss. When the opportunity for decisive action presents itself, the commander must unhesitatingly commit his last reserve.

(2) *Terrain.*—The commander's plans are directed toward the early seizure and retention of those critical terrain features which give him a decisive advantage. He gains this advantage by: obtaining dominating observation, cover and concealment, and better fields of fire; facilitating maneuver and support; gaining control over routes of communication essential to friendly or hostile operations; and gaining additional security means. The possession of critical terrain is important only insofar as its advantages are exploited to destroy the hostile force.

(3) Offensive action requires a concentration of superior combat power at the decisive time and place. This concentration consists mainly of fire power and maneuver. To be effective, the momentum of combat power must be continuously maintained by provision of adequate and timely support and supplies. Superior forces on the ground, at sea, and in the air, at the decisive place and time, and their employment in a decisive direction create the conditions essential to victory. Better armament and equipment, more effective fire, higher morale, better leadership, and skillful maneuver will frequently overcome hostile superior numbers.

(4) *Fire superiority.*—Fire power alone can rarely force a favorable decision. However, it must be gained early and maintained throughout the attack to permit freedom of maneuver without unacceptable loss. The effect of fire, including atomic, must be exploited by maneuver. A properly trained and well led enemy must be destroyed by close combat or driven from his position by the threat of destruction by fire.

(5) *Maneuver.*—The attacker is placed in the most advantageous position with respect to the enemy by the maneuver of ships, troops, and fire. In so doing, the attacker creates an opportunity to increase the effect of his fire and to avoid terrain organized by the defending enemy. He also compels the enemy to defend in the open on terrain chosen by the attacker. Finally, the attacker maneuvers to close with and destroy the enemy. Alone, however, maneuver cannot produce decisive results. The attacking unit must be employed properly, and the principles of offense—mass, economy of forces, and surprise—must be considered.

(6) Offensive action, to be successful, requires the accomplishment of three principle

tasks: locating and holding the enemy in position; maneuvering against him to gain the advantage; and, at the decisive time, delivering an overwhelming attack which destroys him. These tasks are usually accomplished by the application of the three principle task groupings; the main attack, the secondary attack, and the reserve. In addition, the commander will retain some fire support means, under his direct control, to permit the highest degree of flexibility in supporting the three task groupings.

(7) *The main attack.*—The main attack contains the greatest possible concentration of combat power. Its purpose is to secure the decisive objective and destroy, or cause the destruction of, the enemy force.

(8) *The secondary attack.*—The secondary attack contains the least combat power necessary to accomplish the mission. It renders assistance to the main attack in the following ways:

(*a*) Seizing terrain essential to the maneuver of the main attack.

(*b*) Holding the enemy in position.

(*c*) Deceiving him as to location of the main attack.

(*d*) Forcing him to commit his reserve prematurely.

(*e*) Preventing him from reinforcing his main line of resistance.

(9) *The reserve.*—A reserve must be formed and held for employment at the decisive moment. Its primary purpose is to enter combat offensively to ensure the victory or exploit the success. Piecemeal commitment of the reserve should be avoided. When the reserve is committed, the commander reconstitutes another at the first opportunity.

(10) *Mission.*—A mission is a statement of a task and its purpose. It clearly indicates what action is to be taken and the reason for it. In assigning missions to attacking units, the commander focuses attention on their goal. He thereby promotes unity of effort. By assigning physical objectives, by designating direction and time of attack, and by allocating means, the commander controls the operation. In this manner he ensures that tasks by subordinate units are coordinated, and that they contribute to the accomplishment of the overall mission of the command.

(11) *The envelopment.*—In an envelopment the main effort is directed toward the seizure of an objective in the enemy rear. In this manner the enemy's routes of escape are checked and he is subjected to destruction in his position. An envelopment is accomplished by hitting an assailable enemy flank and by avoiding his main strength on route to the objective. The secondary effort pins down the enemy to prevent his escape and reduce his capabilities to react against the main effort.

(12) *Turning movement.*—In the turning movement, the attacker seeks to pass around and avoid the enemy main force and to secure an objective deep in the hostile rear. The purpose of this maneuver is to force the enemy to abandon his position or to divert major forces to meet the threat. The enemy is then destroyed on ground chosen by the attacker.

(13) *The frontal attack.*—The frontal attack strikes the enemy all along his front. It is employed either to over-run and destroy a weaker enemy force, or as a secondary effort in conjunction with other forms of maneuver.

(14) *The penetration.*—The penetration consists of passing the main attack through the enemy's principal defensive position. Its purpose is to destroy the continuity of the enemy's defensive positions. He is thereby divided, and destruction of his divided forces, one by one, is facilitated. The penetration is employed when the situation does not favor an envelopment; or when the situation favors employment of mass destruction weapons to rupture the enemy's battle positions thereby affording an opportunity for rapid exploitation.

(15) *Surprise.*—The principle of surprise, regardless of the type of attack, is always sought by the commander. Surprise is gained by chosing an unexpected place, time, direction, type and strength of attack.

(16) *Security.*—Plans for a successful attack must include additional security measures. Such measures provide protection against enemy diversions, counterattacks and other action. Adequate security against surprise by the enemy requires a correct estimate of enemy capabilities, resultant security measures, effective reconnaissance, and readiness for action. Every unit takes the necessary measures for its own local ground and air security. Security

of the flanks and rear is of special importance.

10–3 OBJECTIVES. — *a.* To accomplish the purpose of offensive combat—the destruction of the enemy's armed forces, the imposition of the commander's will on the enemy, or the seizure of territory—the commander selects for his attack a physical objective such as:

(1) A body of troops.

(2) Dominating terrain.

(3) A communications center or lines of communication.

(4) A vital portion of the hostile area.

b. This objective should have the following characteristics:

(1) Its capture must be possible within the time and space allowed by the assigned mission.

(2) The threat of its capture should compel the enemy to evacuate his position or risk destruction.

(3) Its capture should facilitate contemplated future operations.

(4) It should produce a convergence of effort.

(5) It must be identified easily.

c. Except in the pursuit or exploitation, where such forces are moving, hostile forces are seldom assigned as objectives. The seizure of terrain features or localities is the usual objective. However, this does not constitute the entire mission. Ordinarily there are stated or implied tasks, the accomplishment of which is made easier by the seizure of terrain. There may be exceptions at the higher echelons. Here, strategic areas alone are frequently assigned as objectives. Even in these cases, however, the higher commander integrates the effort of the capturing unit with others. This insures that the seizure of objectives is completely exploited to destroy major portions of the enemy force. Hence, missions to subordinates, in addition to designating terrain objectives, must state whether exploitation will be conducted by the capturing force or by other units. Forces must be tailored accordingly.

d. The destruction of enemy forces being the primary mission, the assignment of physical objectives is a means to that end. Physical objectives are primarily used to control forward movement. Their possession completes a significant intermediate phase in the destruction of the enemy force. The objectives having been selected, all elements are coordinated toward their attainment.

10–4 DISTRIBUTION OF FORCES.—An important principle for sound tactical maneuver in the offensive is the concentration of effort in a direction where success will ensure the attainment of the objective. Troops are distributed into two or more principal tactical groupings. These are classified, according to their mission, as either main or secondary.

a. Main attacks, directed against decisive objectives in the direction believed best for success, are characterized by narrow zones of action, strong attack echelons, heavy fire support, and strong reserves.

b. Secondary attacks, directed against objectives the capture of which assists the main attack, are characterized by broad fronts, maximum available fire power in the attack echelons, and fewer reserves. Such secondary attacks hold the enemy in position, deceive him as to the location of the main attack, and induce him to dissipate his supporting fire and reserves. The differentiation between main and secondary attacks is seldom indicated in the commander's attack order or imparted to his subordinate unit commanders. The delineation between the two must remain a flexible part of the commander's plan. Unexpected developments may cause a commander to change a secondary attack to the main attack. This is accomplished by modifications in the maneuver plan, by shifting the weight of the supporting fires, and by relocation of the reserve. The commander must be able to shift his forces in the direction which indicates the greatest possibility of success with the most decisive results and minimum loss.

c. Diversions, demonstrations, feints, and attacks by fire alone are not classed as secondary attacks. Such operations help neutralize and deceive the enemy, but are not true attacks. The forces so employed should not be so great as to weaken the main attack echelon.

10–5 FORMS OF ATTACK AND MANEUVER.—*a. General.*—The two forms of offensive maneuver of primary importance to the Naval Landing Party Battalion are the envelopment and penetration. The fundamental difference is that the envelopment

strikes at the enemy flank or rear as well as the front, the penetration only frontally. In either maneuver, the attack may vary as the operation progresses. Elements of an enveloping force which have reached a hostile rear may have to make a frontal attack against a portion of the enemy's all around defense. Conversely, a force making a successful penetration is in a position to attack the flanks created by the penetration. Both envelopment and penetration may consist of main and secondary attacks.

b. Envelopment.—In the envelopment, all or a portion of the attacking force moves to the hostile flank or rear to seize a critical objective within or behind the enemy position. This form of maneuver is employed when a weak or exposed hostile flank is found and there is time to envelop it. The envelopment promotes surprise, exploits enemy weaknesses, and forces the enemy to fight on ground he has not chosen. It forces the enemy to fight in more than one direction, lessens the attacker's casualties, and accomplishes decisive results. Factors which may tend to cause failure in an envelopment are an incomplete or complicated plan, loss of surprise, inadequate terrain or enemy information, and an insufficient enveloping force. An enveloping force makes the main attack, while other troops hold the enemy in position with a secondary frontal attack. A successful envelopment depends largely on the degree of surprise attained, and on the ability of the secondary attack to contain the bulk of the enemy forces. The enveloping force normally operates within supporting range and reinforcing distance of its parent unit. Based on the location of the objective and the manner in which it is approached, envelopments are divided into three classifications:

(1) *Single envelopment.*—In a single envelopment, the main attack is directed against the flank or rear of the initial disposition of the enemy's main forces and toward an objective in rear of his front line. It is usually assisted by a secondary attack directed against the enemy's front. Every effort is made to strike the defender's flank or rear in order to avoid any part of his organized front. An envelopment avoids attacking on ground chosen by the enemy, and forces him to fight in two or more directions to meet the converging effect of the attack.

(2) *Double envelopment.*—The double envelopment is executed by three principal tactical groups, two enveloping attack forces and a secondary attack force. In this maneuver two of the enemy's flanks are engaged simultaneously. This form of maneuver normally requires considerable superiority. Its successful completion is considered decisive in that it encircles or almost encircles the enemy forces.

(3) *Turning movement.*—The turning movement differs from other forms of envelopment in that the enveloping force, which frequently advances beyond supporting and reinforcing range of the parent unit, is reinforced to make it temporarily independent. The purpose of the turning movement is, by passing around the hostile flank, to strike and seize an objective deep in the hostile rear.

c. Penetration.—When the situation does not favor an envelopment, the main attack is directed to penetrate the hostile front.

(1) Conditions which demand a penetration are:

(*a*) Unassailable enemy flanks.

(*b*) Lack of time for an enveloping maneuver.

(2) Conditions which favor penetration are:

(*a*) Over-extension by the enemy.

(*b*) Possession of terrain and observation favorable for more effective cooperation of the combined arms.

(3) In a penetration the main attack passes through some portion of the enemy main line of resistance against an objective in his rear.

(4) The penetration is conducted in three stages:

(*a*) Breaking through the hostile defenses.

(*b*) Widening the gap to the desired width.

(*c*) Seizing the objective in the enemy rear.

10–6 FRONTAGE AND DEPTH.—*a. General.*—Frontage is the lateral extent of the zone of action assigned a unit. Depth is the space from front to rear in any formation. Units are disposed in width and depth to permit flexibility, add continuity to the attack, provide security, and deceive the enemy.

b. Frontages.—(1) The frontage assigned a unit is based on the following:

(*a*) Mission.

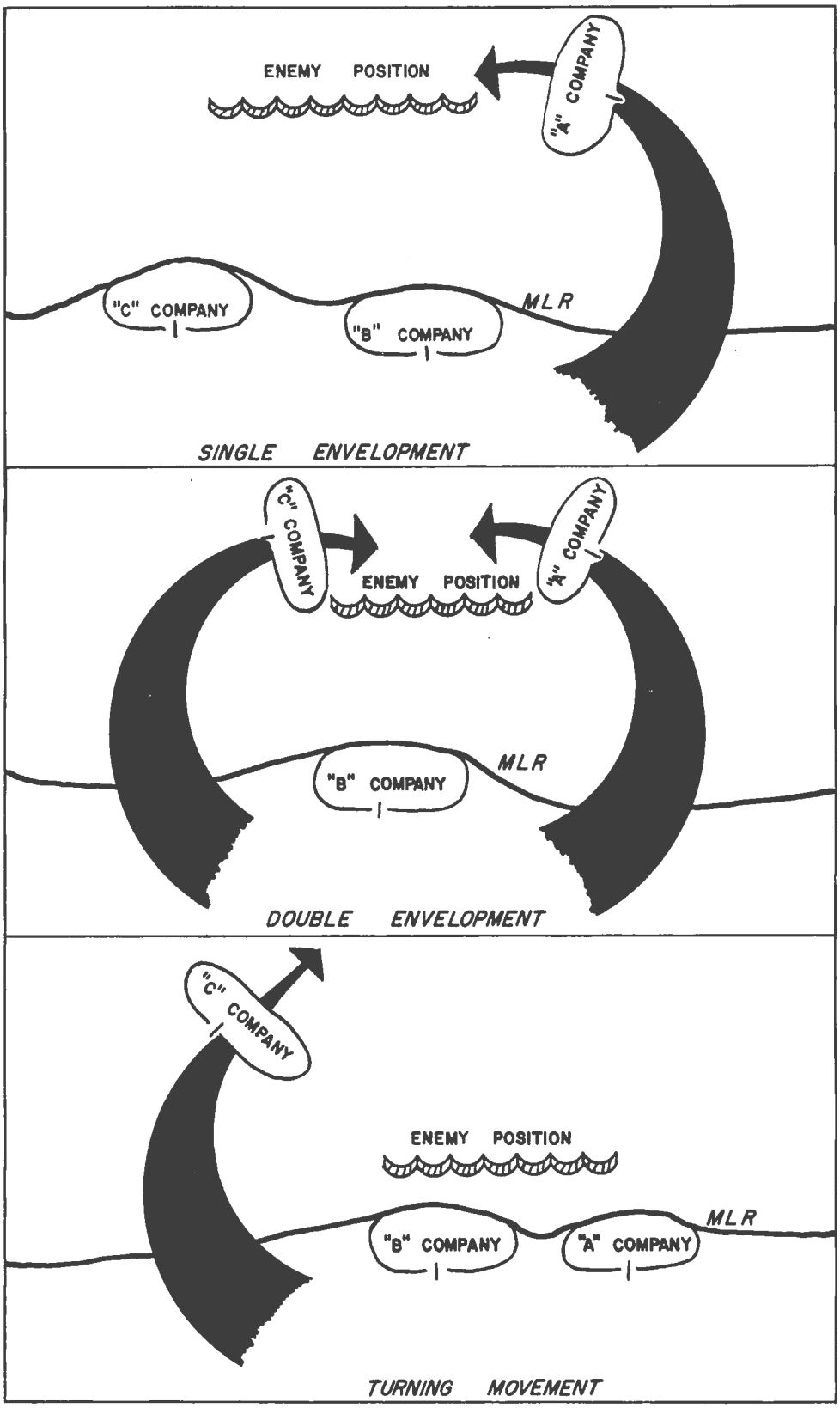

FIGURE 1.—Forms of envelopment.

(*b*) Infantry or armor strength.
(*c*) Mobility.
(*d*) The fire support available.
(*e*) The terrain.
(*f*) The expected enemy resistance.
(*g*) The extent to which on flanks are protected.

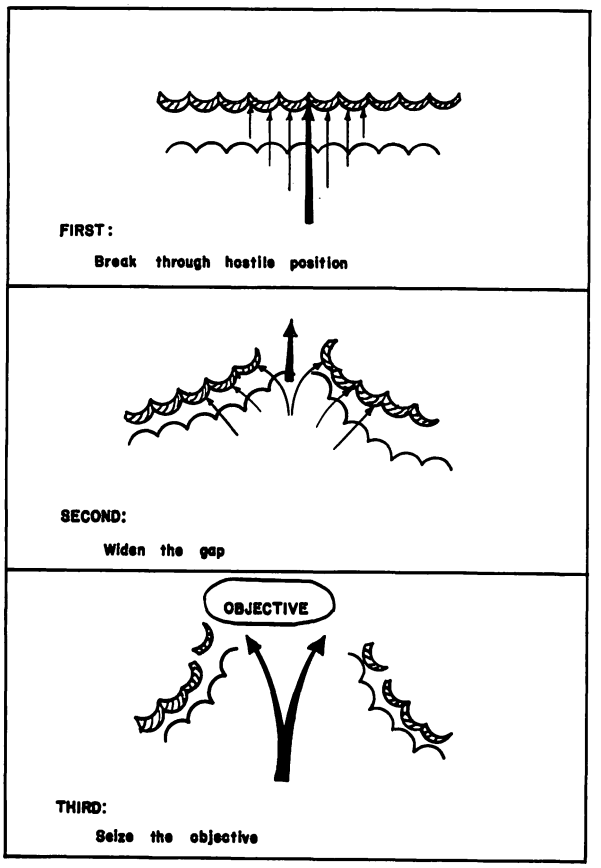

FIGURE 2.—Impulses of penetration.

(2) The frontage assigned a unit should allow sufficient maneuver room for its subordinate elements. However, it should not be so extended as to require diversion of major forces to hold portions of the front while attacking other portions. Forces are seldom uniformly distributed along the front. Units usually fight on ground determined largely by the advantages offered by the terrain, with gaps between units.

c. Depth is achieved by a column or echelon formation. It facilitates maneuver by complete tactical units. It provides for quick reaction to unexpected developments and the resultant action. It is particularly suitable in vague situations. Depth is also achieved by a formation with subordinate units abreast, each in column, or echelon. This makes it easier to sustain maximum power to the front, and to relieve units within commands with little disruption of overall disposition. Such a formation is suitable for an interior unit where the resistance has been definitely located and the possibility of maneuver is limited. Depth of formation, rather than wide extension of front, is necessary in the initial employment since the progress of battle will require many maneuvers which cannot always be clearly preplanned.

10–7 RESERVE.—The naval landing party battalion commander usually has three rifle companies as maneuverable instruments for capturing his objective. The commander employs as much of his maneuver force in the attack echelon as he deems necessary to capture the objective. He keeps part of the maneuver force as a reserve. Companies and platoons retain corresponding elements in reserve.

a. Primary mission.—The primary mission of the reserve is to enter the action offensively at the proper place and moment to clinch the victory or exploit the success. Quite often the commander's most difficult and important decision is concerned with the time, place, and circumstances of committing the reserve. At the decisive moment every element must participate in the battle. The reserve is launched without hesitation. Once the reserve is committed, every effort is made to reconstitute another from units which may be made available by the changed situation.

b. The strength of the reserve.—The initial strength of the reserve will vary with its contemplated mission, the forces available, the type of maneuver, the terrain, possible hostile reaction, and clarity of the situation. While the reserve must be large enough to exploit the objective, its constitution should not weaken the main attacking forces. When the situation becomes relatively clear and enemy capabilities are limited, the reserve may consist of a small fraction of the command. When the situation is obscure the reserve may consist initially of the bulk of the command, prepared for employment at any point.

c. Location of the reserve.—Reserves should be located where they can:

(1) Gain maximum protection against hostile observation and fire.

(2) Move rapidly to points of probable employment.

(3) Provide security to the bulk of the command.

d. Additional missions.—In addition to the primary mission of the reserve, as stated in paragraph *a* above, it may be employed to accomplish one or more of the following missions:

(1) Extend the successful envelopment of an assault unit.

(2) Exploit the success of an advanced unit. The reserve may be moved up in rear of an advanced unit, in its own operating zone, to envelop enemy resistance in front of a portion of the assault echelon.

(3) Relieve an exhausted or depleted unit. When a unit is operating at low efficiency in a zone which promises good possibility of success, the reserve may take over that zone. The reserve is not used to continue the attack of a unit being held up by the enemy.

(4) Repel a counterattack which threatens the continued advance of the assault echelon.

(5) Protect the rear of the assault echelon, with security detachments, or by moving to successive rear locations.

(6) Protect an exposed flank of the assault echelon with security detachments. This may also be accomplished by moving to successive reserve locations selected to provide security on that flank.

(7) Maintain contact with adjacent units.

e. Reserves will occupy covered positions when possible, will be capable of a rapid movement, and will take every precaution for security against attack.

f. Reserves of a unit will not be committed without the express orders of the unit commander.

10–8 TYPES OF ATTACK CLASSIFIED ACCORDING TO ENEMY DISPOSITION.—*a. Meeting engagement.*—(1) Freedom of maneuver frequently characterizes the initiation of

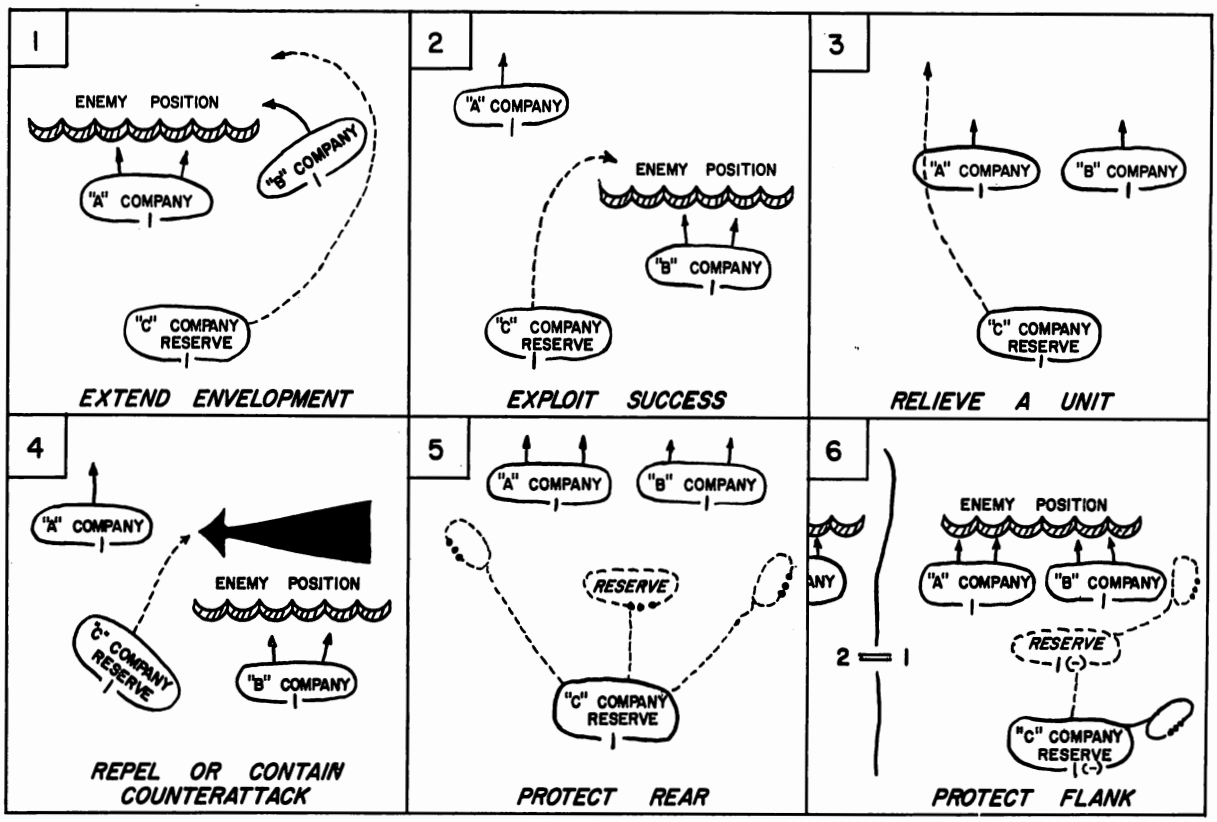

FIGURE 3.—Uses of reserve.

hostilities or the opening of a new campaign. During these periods, a meeting engagement may result from a collision between two opposing forces, neither of which is fully prepared for battle. Time is vital in this type of action. A great advantage may be gained by that force which first attacks in a decisive direction. The commander's decision must be prompt and favor future action.

(2) Employment of the advance guard is the commander's first problem. It is the basis of subsequent employment of the remainder of his force. Units are given missions and committed to action as they become available. Units not yet engaged are frequently directed to continue their movement to a prescribed area while their commanders report for orders.

(3) The control of supporting weapons is frequently decentralized in the initial stages. Speed in launching the attack and the rapidity of action are more vital at this stage than thoroughly coordinated fire support. However, the commander must develop his fires to support the hastily developed plan of maneuver as the action progresses.

b. Attack against discontinuous resistance.—Hostile security elements may occupy outposts or other delaying positions to effect discontinuous resistance. The extent, strength, and flanks of these positions are usually difficult to determine. Such resistance may be encountered by advance guard units, by leading elements of movements to contact, or by units engaged in a pursuit. Maneuver by leading elements, rather than the organization of a strong attack, is used to reduce such resistance. The leading units seek to overrun the first hostile elements they encounter. Hostile elements continuing to resist are reduced by envelopment or combined frontal and flanking action.

c. Attack against an organized position.—(1) An organized position is an area in which troops and weapons have been positioned for future use, and in which field or permanent fortifications have been constructed.

(2) The enemy seeks to conceal the location and disposition of his defensive installations. Therefore the attacking unit must employ every available reconnaissance means to determine the location, depth, and flanks of the hostile position.

(3) By means of coordination and the development of strong fire power in the initial stages, the enemy may be disorganized and his position reduced. The time required for preparing such a coordinated attack varies with the degree to which the enemy has been able to organize his defense.

10–9 PHASES OF OFFENSIVE COMBAT.—*a. General.*—(1) Offensive combat, in general, progresses through the following four phases:

(*a*) Movement to contact.
(*b*) Attack phase.
(*c*) Consolidation phase.
(*d*) Exploitation phase.

(2) Whether a battle is the result of a meeting engagement or of an attack against an organized enemy position, the conduct of the attack from the time the enemy is engaged until he is defeated is essentially the same. However, differences may exist in the coordination, power, and speed developed in the opening phases.

(3) It is not essential that all elements of the command simultaneously pass through the various phases, nor do units necessarily complete one phase before taking up the next. The line of demarkation between phases may be vague. Units may pass from one phase to another without much change in disposition.

b. Movement to contact.—(1) *General.*—Movement to contact is that type of tactical movement conducted to gain contact with the enemy, either initially or to reestablish lost contact. The commander determines the probability of contact and directs the condition of combat readiness accordingly.

(2) *Contact remote.*—When contact with enemy forces is remote, administrative considerations govern. March dispositions which expedite movement are adopted. Columns having different rates of movement are assigned separate routes, or their movements are echeloned in time. Route columns are utilized. Their organization depends upon the method of transport, the road and traffic conditions, and the effectiveness of enemy long range weapons and aircraft.

(3) *Contact imminent.*—When contact with enemy forces is imminent, tactical considerations govern. The movement is made in an approach march formation. In the approach

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march, units are tactically grouped and deployed: Forward elements of the command are deployed in a tactical formation suitable for immediate combat. Other elements of the command may continue in a tactical column until they in turn are required to deploy. The formation adopted depends upon the mission of the command, the method of movement, the strength of the screening or covering force, the terrain, and the commander's knowledge of the enemy situation. Movement to contact ends when the commander deploys the force for battle.

(4) *Transition.*—The transition, from a situation in which contact is remote, through the varying degrees of contact probability to one in which contact is imminent, is characterized by the progressive development through the stages of route column, tactical column, and approach march to the final deployment for battle.

(5) *Control during movement to contact.*—(*a*) In order to control large units during movement to contact, intermediate objectives and phase lines are usually assigned. Other means of control include a mission and a zone, an axis of advance or route of movement. To produce the desired formation, the commander also prescribes time and place of column departure. Column commanders promptly report when objectives or phase lines are reached or at other designated times. The imminence of contact with strong forces and the terrain largely determine the degree of control established.

(*b*) During an advance commanders must be well forward to control their units. Command posts normally move either along the axis of signal communications, by bounds, or in a designated place in column. When contact is imminent, the commander places increased emphasis on possession of terrain which is suitable for subsequent development by his command. Once a march is begun, variation of disposition and formation are accomplished by holding back fast or leading columns, changing the routes, and modifying existing or prescribing new control measures as discussed in paragraph (*a*) above.

(*c*) Communications for use in controlling subordinate elements within the naval landing party battalion usually consist of messengers and radios. Liaison type aviation may be used, if available, to maintain contact between columns and to report their arrival at successive march objectives.

(6) Formations during movement to contact:

(*a*) The column formation provides ease of control and maximum flexibility. However, it delays deployment in the direction of movement. The column is the easiest formation to control, enables the commander to exert maximum influence in coordinating the action of the forces initially engaged, and ensures availability of units intended for maneuver. This formation is particularly adapted to a vague situation.

(*b*) A formation in line increases readiness for deployment in the direction of movement. Maneuverability however is restricted, especially after making enemy contact. Such a formation makes changes in direction difficult. A formation in line is best adopted when the situation is clear and little maneuver room is available.

(*c*) An echelon formation facilitates maneuver and deployment towards the flank which is refused. It retains, in varying degree, the advantages and disadvantages of both formations in width and depth.

(7) Transition to the approach march:

(*a*) As the attacking force nears a strong hostile force, it becomes necessary to abandon the road and to develop the route column into a broader and more dispersed formation. This transition to the approach march is accomplished by breaking the route column into several roughly parallel columns. As hostile fire becomes more intense, these columns in turn are developed into smaller ones. The area where development begins ordinarily depends upon the effectiveness of the enemy's long range fire. As a rule, time may be saved and losses avoided by detouring isolated areas under hostile observation or fire rather than by starting development. Time is generally gained in the execution of the development by assigning the longest routes to the leading units of the column.

(*b*) As the leading elements close with the enemy, forces in contact aggressively develop the hostile position. Assembly areas and routes thereto are reconnoitered and marked. The disposition of the command is in accordance

with the commander's contemplated plan of action. The approach march ends when assembly areas have been occupied by the units, before their deployment.

(*c*) When the above development takes place under the cover of darkness, those control measures necessary for night movements and combat are emphasized.

(8) *Assembly areas.*—Assembly areas should be screened from hostile air and ground observation. When this is not possible they should be located beyond the effective range of hostile artillery. Terrain which provides ground observation, turnaround for motor vehicles, and natural protection against armor attacks, is desirable. Terrain chosen for assembly areas should provide troops favorable routes of advance to their attack positions. Assembly areas must be large enough to ensure that concentrated targets are not offered to hostile air, artillery, or mass destruction weapons. Assembly areas should always be protected by local security detachments.

(9) *Security during movement to contact.*—(*a*) *General.*—Forces advancing to contact may be preceded by covering forces which operate directly under the commander of the landing party battalion. Such covering forces have as missions: the early development of the situation, the seizure of key terrain features, and the crushing of hostile resistance within their capabilities. Each column commander, even though preceded by a covering force, also sends out an advance guard. Their mission is protection against surprise to the main body to insure an uninterrupted march. Flank and rear guards, operating directly under the column commander, secure the main body by operating to its open flanks and rear when necessary.

(*b*) *Security at halt.*—When a column halts for a short period, its advance, flank, and rear guards establish march outposts. If the command is required to halt for a long period, it secures itself by an interior guard for internal security and an outpost system disposed to cover its front, flanks and rear. Each column may organize its own outpost system. In either case the outpost system is organized, from rear to front, into reserve, supports, outguards and sentinels. When important points outside the outpost system are to be secured, detached posts are established. The main body is disposed to counter enemy threats and facilitate the adoption of predetermined defense.

c. The attack phase.—The attack is characterized by fire, movement, maneuver, and close (hand-to-hand) combat. When combined and controlled properly, these elements bring about a degree of combat power sufficient to allow the commander to lead his unit into the final stage of close combat—a powerful and violent assault in a decisive area.

(1) *Control of the attack.*—(*a*) The commander must keep himself informed of the progress of the attack, the enemy's actions, and the situation confronting his subordinate units. With this information he is able to intelligently maneuver his force and employ his fire support to gain the decisive objective.

(*b*) As the attack progresses, more control may be decentralized to subordinate commanders to permit them to meet rapid changes in the situation. Means are thus provided these subordinates to accomplish their mission.

(2) *Continuity in the attack.*—(*a*) To provide continuity in the attack, certain functions must be planned in advance to insure timely execution. A means of extending signal communications must be worked out. There must be a plan to resupply attacking units. The procedure for regrouping or relieving units on intermediate objectives should be standardized. All unit commanders should understand the procedure for control of civilians, evacuation of prisoners of war, sick, wounded, and the dead.

(*b*) Supporting weapons provide continuity of support by displacing forward by echelon. Fire plans must include provisions for defense of successive objectives to enable proper reorganization and/or continuation of the attack. As supporting fires are lifted to permit approaching the enemy position, the loss must be compensated for by increased fire of organic direct fire weapons and rapid movement to the objective.

(3) *Fire and movement.*—The attacking units advance to assaulting positions under their own and supporting fires. They must follow the supporting fires as closely as possible to gain ground with the least casualties. In so doing they advance to successive positions, utilizing

all available cover and concealment. Each attacking unit uses close support fires to assist in closing with the enemy and to push on to successive objectives. In all echelons, down to and including individual men, fire and movement is alternated. In this manner men or units are assisted by the combined fire of adjacent and supporting men and units as they move forward.

(4) *The assault.*—(*a*) To destroy or drive the enemy from his position, an assault is usually necessary. It is normally executed under decentralized control by small units. Against strong resistance and a well organized defense, the commander prepares for the assault by concentrating all supporting fires to neutralize the enemy and wear down his resistance before launching the assault. Under cover of the supporting fire, the assault units advance as close as possible to their objective. When the supporting fires are lifted from the objective, the assault units overrun the hostile position. Any delay in launching the assault, after supporting fires have been lifted, allows the enemy time to man his defenses.

(*b*) When winds are favorable, smoke may be placed on the enemy to cover the assault. When the assault properly follows the lifting of fire, smoke-cover will normally persist during the brief period required for assaulting infantry to close with the hostile position.

(5) *Advance through hostile positions.*—(*a*) Immediately after the assault of an organized position, the attack often breaks up into a series of separate engagements which is continued throughout the depth of the hostile position. These engagements are directed by subordinate commanders within their zones of action and are supported by all means at the commander's disposal. The first task is to capture assigned objectives. Areas of resistance are then reduced by fire, overrun, or outflanked. Even against weak resistance there may be some confusion and loss of control. Because of this, at this time the command is vulnerable to enemy counterattack and is apt to lose the opportunity to exploit its initial success.

(*b*) *Defense against counterattack.*—As the attack progresses each intermediate objective is properly organized for defense. Previously prepared plans for reorganization and resupply are executed immediately. Available supporting arms concentrate mass fires on enemy assembly areas and troops forming for the counterattack. The reserve of the attacking unit should be ready to protect the flanks of attacking units, to hold ground seized by them, or to attack an enemy counterattack. Security mine fields may be used to cover likely avenues of approach. If the halt is to be lengthy, these mine fields may be extended.

(*c*) The commander should commit his reserve at the decisive time and place. He maintains a relentless pressure on the enemy and thus prevents the stabilization of the situation. Supporting weapons concentrate on any rearward position the enemy may use to reconstitute his defense. It may be of great advantage to regroup the attack forces during the advance to a new position and launch the main attack on another part of the front. Every effort is made to exploit the deterioration of the enemy position by a quick powerful blow before he can reconstitute his defense.

(*d*) An enemy will ordinarily strive to hold his position until nightfall in order to effect his withdrawal under the cover of darkness. The attacking force must maintain relentless pressure on the enemy by continuing the attack at night. By such attacks contact is maintained, the enemy is kept off balance, and his withdrawal from action is made extremely difficult. If the enemy succeeds in disengaging and adopts a delaying action, the attack is continued by concentrating in a decisive direction. An energetic attack through the hostile front may isolate major elements and force the enemy to an early evacuation of the whole position.

(*e*) If the attacking force succeeds in breaking through the enemy position, it should continue its penetration deep into the hostile position and attack the enemy reserve, artillery, command and communication centers. The initial gap must be widened by attacking its flanks. This permits the entry of greater attacking force.

(*f*) If the enemy succeeds in withdrawing its major forces from action, the commander intensifies reconnaissance to obtain the information necessary to decide what line of action to follow. This action may prevent

the enemy from reconstituting his defense on a rearward position. If the enemy succeeds in occupying a new position during darkness, it may be necessary to delay a renewal of the attack until daylight.

(6) *Pursuit by fire.*—After units have overrun the final objective by assault, they will continue to fire at the withdrawing enemy. Physical pursuit is not begun until ordered by the landing party commander. There are two reasons for this:

(*a*) Units may be disorganized, necessitating reorganization. Physical pursuit under these circumstances would not allow the commander to regain control of his units, and control is imperative.

(*b*) Disorganized units could be enveloped and isolated by the enemy.

d. Consolidation phase.—(1) When formulating his attack plan, the commander makes tentative plans for the consolidation of each objective. Upon capture of the final objective, he provides for maintaining contact with the enemy, notifies the next higher commander, and reorganizes. If no immediate continuation of the attack is ordered, the commander modifies his tentative plans for the defense of the objective to conform to the actual disposition of units. He disposes troops in defense areas along the temporary line of resistance, reconstitutes a reserve (if necessary), and orders immediate adjustment of defensive fires.

(2) In consolidating the objective, small security groups, strong in automatic weapons, are immediately placed forward to block counterattack. Patrols are sent out to maintain contact with the enemy and to determine the extent of his withdrawal.

(3) Reorganization includes a check of casualties and remaining strength, designation of new unit leaders where necessary, replacement of specialists, and redistribution of weapons and ammunition. Leaders report unit status through the chain of command. Unit integrity is maintained. If it is impracticable to reorganize fully, troops dig in where they are. The commander fixes a temporary line of resistance to conform to troop disposition. As soon as possible this line of resistance is modified to conform with the final defensive plan and the terrain. Readjustments may have to be made in darkness, based on daylight reconnaissance. Troops and installations are disposed and implaced to minimize casualties from enemy indirect fire.

e. Exploitation phase.—Exploitation consists of either continuation of the attack or pursuit.

(1) *Continuation of the attack.*—When the objective has been captured and reorganization has been completed, the retreating enemy is followed and kept engaged for the purpose of destroying his combat power. When the attack is continued, the sequence of phases of the attack is again followed.

(2) *Pursuit.*—The order for physical pursuit of the enemy is given only by the naval landing party commander. The object of pursuit is the annihilation of the hostile main force. It is undertaken when the enemy is no longer able to maintain his positions and endeavors to escape by retreat. Once begun it must be characterized by boldness and rapidity of action and must be pushed to the limit of endurance. No opportunity is given the enemy to reorganize his forces for defense.

10–10 PLAN OF ATTACK.—The unit commander's plan of attack should encompass maximum team work between the maneuvering and supporting elements. It should include as much support as possible for his subordinate units so they will arrive on their objective with minimum losses. Arrival on the objective with the unit's effectiveness still intact facilitates the defense of the objective or continuation of the attack. The attack plan consists of two main parts, the maneuver plan and the supporting fire plan.

a. Maneuver plan.—The maneuver plan is the unit commander's plan for employing his rifle units in the accomplishment of his mission. It includes: determination of objectives; location and direction of the main and secondary attacks; the line of departure; the zones of action for the attacking units; formation of the unit as a whole; composition and location of reserves; security measures; and the time of attack. Tentative plans for the defense of the objectives should also be made.

(1) *Objectives.*–Objectives may be classified as close or distant. They may consist of terrain or tactical dispositions.

(*a*) Close objectives can usually be supported

by direct fire weapons from initial positions. They are normally assigned when terrain or hostile dispositions indicate prolonged or difficult combat.

(*b*) Distant objectives usually cannot be supported by organic weapons. In attacking distant objectives, the unit commander must choose additional objectives for control purposes and to provide advance firing positions. These additional objectives are then classified as intermediate objectives.

(*c*) The selection of an objective involves consideration of its characteristics. Favorable and unfavorable characteristics are discussed in paragraph 10–3*b* above.

(2) Main and secondary attack.

(*a*) *Main attack.*—The commander may not initially have sufficient information of the enemy and terrain to properly plan his effort. In such cases he may launch his attack in equal strength throughout his zone. As the action progresses, weak points in the enemy dispositions will be discovered. The main attack should be developed from this information. The attack is then directed: against the weakest point of the enemy defense; through terrain where the defender cannot use his weapons or obstacles to advantage; where covered approaches permit safe advance close to enemy positions; or where enemy defensive positions are exposed to observation and fire. The commander will normally discover that terrain features he selects as important objectives will be defended to the limit of the enemy capability.

(*b*) *Secondary attack.*—The secondary attack—an important part of the main endeavor—is planned to assist the main attack. It includes only the minimum force necessary to deceive the enemy and reduce his ability to resist the main effort employed elsewhere on the front. Secondary attacks are justified only by their contribution to the success of the main attack.

(3) *Direction of attack.*—The direction of attack is designated by magnetic azimuth and, when practicable, by successive landmarks. When the main attack and the secondary attack initially are convergent (for example, when the main attack is directed to outflank hostile resistance on the initial unit objective while the secondary attack is made frontally, separate directions of attack which indicate the general direction of advance of the entire unit are ordinarily prescribed.

(4) *Line of departure.*—The line of departure is a line across which the attack is launched by the leading elements at the prescribed hour. Its purpose is to coordinate the advance of the attack echelon with supporting arms so all elements will strike the enemy in the order and at the time desired. This line should be easily recognized on the ground, approximately perpendicular to the direction of attack, concealed from enemy observation and direct fire, and located so troops do not have to fight to reach it. A subordinate unit commander may designate his own line of departure for control purposes. However this line of departure must be in rear of the line designated by higher headquarters. It must be crossed in time for the assault units to cross the higher echelon line at the stated time of attack.

(5) *Zones of action.*—The battalion is normally the smallest unit assigned a zone of action with boundaries. Subordinate units are usually assigned a zone of action in the following manner:

(*a*) Assignment of a portion of the line of departure and the lateral limits of the objective, such limits described by terrain features.

(*b*) Assignment of a frontage described in yards.

(*c*) Assignment of a definite objective or series of objectives.

(6) *Formation.*—The naval landing party battalion commander employs as much of his maneuver force in the assault echelon as he deems necessary to capture the objective. He keeps a portion of the maneuver force as a reserve element or improvises a reserve from other elements of the battalion.

(*a*) The relative strength of his assault and reserve echelon, and his initial plan are influenced by his mission, terrain, information of the enemy, condition of the unit, width of the zone, and disposition of adjacent units.

(*b*) One unit only may be used in the assault: when that unit is capable of capturing the objective, when the situation is obscure, or when the commander desires flexibility afforded

by having two units in the reserve to exploit the success or meet counterattacks.

(*c*) Two companies in the attack will provide a greater assaulting force and a reserve adequate for normal purposes. This formation is used when objectives are placed or defended so they require that large an assault force.

(*d*) A formation of three companies abreast is rarely used initially, but may be required to seize a limited objective or a wide zone of uniform enemy strength. With two units committed, the commander may commit the third unit to achieve decisive results.

(*e*) Unless otherwise directed in the attack order, subordinate elements of the unit do not maintain any fixed position in relation to each other. Assault units proceed in accordance with their own plans of maneuver.

(*f*) Infantry units are basically used as maneuvering forces or to provide support for other units. A rifle unit which cannot advance is given the mission of continuing to fire until its fires are masked by another force converging on the objective. This mission may be for the purpose of obtaining all available fire to neutralize the enemy, or may be a demonstration. More frequently a rifle unit which is held up by the enemy is given the mission of resuming its advance in conjunction with a heavily supported attack from a new direction by another rifle unit.

(7) *Reserves.*—(*a*) A portion of the rifle strength may be held in reserve initially for the purpose of exploiting a hostile weakness developed by the attacking echelon, striking the final blow necessary to capture an objective, replacing an exhausted or disorganized part of the attacking echelon, or repelling counterattacks.

(*b*) The reserve is initially placed in a locality where it is protected from hostile observation, flat trajectory fire, and air or mechanized attack. It should be able to move rapidly to points of possible employment.

(*c*) The reserve is not ordered into action piecemeal. It should be committed without hesitation before the assault echelon has reached a point where it can no longer advance. If relieving a unit which has been unsucessful in the assault, the reserve attacks from a new direction rather than attempting to renew the attack from positions occupied by the unit which was initially unsuccessful. When the reserve unit has been committed, a new reserve, no matter how small initially, is reconstituted at the earliest opportunity.

(8) *Security.*—(*a*) *Flank.*—Security patrols should be detailed for any exterior flank, or for an interior flank when the adjacent unit cannot cover the intervening gap by effective fire because of its location or the nature of the terrain. The size of the security element depends upon the terrain between or distance to the adjacent units. A patrol for the security of an interior flank will seldom exceed one rifle squad. All connecting groups and flank security patrols may be furnished by the reserve, or by the units on the flanks.

(*b*) *Air-antimechanized.*—The commander is responsible for the establishment of sufficient measures to insure adequate protection against air and mechanized attacks. This is accomplished by establishing sufficient air and antimechanized observation and listening posts throughout the command.

(*c*) *Command post.*—The commander must insure the command post is provided adequate local security against attack by hostile patrols and enemy groups which have been by-passed. If the command post has not adequate personnel to post its own security, elements from the reserve may be disposed in the vicinity.

(9) *Time of attack.*—The time of attack is the hour at which the attack echelon will cross the line of departure. Its planning is based upon the time interval required for reconnaissance, preparation of other plans, issuing orders, and movement of troops into position. An important responsibility of the commander is the recognition of the amount of time necessary for subordinate echelons to prepare and coordinate their own plans for the attack.

b. Supporting fire plan.—The plan of supporting fire must be designed so it supports the plan of maneuver. As much assistance as possible is given the assault echelon. The majority of available fire support is directed initially against targets most likely to endanger the attack, whether these targets are in the unit zone or in the adjacent zone. If targets likely to endanger the attack are in adjacent zones, coordination with the adjacent unit concerned or with the next higher echelon

commander is necessary. The plan includes determination of position areas and initial missions and targets for the machine guns, fire support ships, and other available supporting arms.

(1) The naval landing party battalion does not have the supporting arms and organic weapons ordinarily found within a Marine infantry unit. The role therefore of artillery, tanks, mortars, and the other supporting arms must usually be assumed by naval gunfire (sec. XV).

(2) It is important that the naval gunfire support group commander and the landing party unit commander coordinate the fire support plan prior to the movement of the landing party ashore.

(3) In planning, the capabilities and limitations of the fire support ships must be considered. Although it is not expected that naval landing party battalions would receive missions which require them to move beyond supporting range of naval gunfire, this and other limitations which could materially effect tactical maneuver ashore are not considered in prior planning.

10–11 RECONNAISSANCE.—*a. Purpose.*—The purpose of reconnaissance is to gain information concerning the enemy and terrain in the field upon which the commander may base his tactical decisions.

b. Enemy information.—Enemy information includes identification, location, disposition, strength, organization, composition, movements, attitudes, equipment, supply, morale, and condition. As the attacks develop, evidence of change in these factors is of particular importance.

c. Terrain information.—Terrain information may include battle positions and approaches thereto, character of roads, routes of communication, soil, trafficability, streams, obstacles, cover, concealment, fields of fire, observation, beach exits, and bivouac areas.

d. Sources of information.—Information-obtaining methods include actual observation of terrain or physical objects, ground and air reconnaissance, and the examination and identification of inhabitants, prisoners, spies, documents, aerial photographs, and maps. Although reconnaissance missions normally require secrecy of movement, it may be necessary to resort to combat in order to obtain the information required.

e. Responsibility.—Reconnaissance is the continuous responsibility of all units, regardless of size or echelon. All commanders are responsible that their immediate commanders are promptly and fully informed of the results of reconnaissance missions.

10–12 TERRAIN AND WEATHER.—Terrain is a ground area considered with regard to its use for a particular operation.

a. Terrain evaluation.—In planning the attack, terrain should be evaluated in terms of the following five factors:

(1) Features critical to either combatant.

(2) Avenues of approach and routes of communication.

(3) Obstacles.

(4) Cover and concealment.

(5) Observation and fields of fire.

b. Weather.—Weather and climate may have a great effect on the success of an offensive operation. The elements may effect visibility, camouflage requirements, trafficability (on and off roads), stream levels, temperature, and wind. All these in turn effect such things as the employment of aviation, naval gunfire, initial clothing requirements of troops, and in general, almost all tactical, logistic and administrative functions.

SECTION III

THE RIFLE SQUAD IN OFFENSIVE COMBAT

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10–13 GENERAL.—When the squad undertakes offensive action, it will go through all or most of the four phases of offensive combat (par. 10–9).

10–14. CONTROL.—The squad leader controls the action of his squad by oral orders, arm-and-hand signals, the use of combat formations, and the assignment of intermediate objectives.

10–15 MOVEMENT TO CONTACT PHASE.—*a.* The movement to contact phase of offensive combat begins when a unit enters a zone where enemy activity may be expected. The movement to contact phase ends when the troops of a unit are compelled to fire upon the enemy in order to advance. By proper use of the steps of the movement to contact phase, the rifle squad will be placed in contact with the enemy at the proper time and in effective condition for combat. This does not mean that in every combat action the squad must go through every step. The action of the squad will vary with different situations. The steps in movement to contact are: contact remote and contact imminent.

b. First step (contact remote).—When the unit commander believes there is practically no possibility of contact with enemy ground forces, and his troops are beyond maximum range of enemy heavy artillery, "contact remote" exists. Movement of troops is by route column. Methods of movement are determined only by ease, economy, and speed. Very little consideration is given to enemy contact except for security measures against long-range air. The route column ends when the unit commander decides that he must group his units tactically before continuing the movement.

c. Transition from contact remote to imminent.—(1) When the unit commander believes the possibility of contact with the enemy has increased and that the situation requires additional security measures, both tactical and administrative considerations govern, and movement is made in tactical column. Troops are grouped tactically to permit the prompt use of combat formations or the orderly occupation of and departure from an assembly area. Security detachments may be deployed to front, flanks, or rear as required (fig. 1, ch. 8). The tactical column normally ends when a unit occupies an assembly area to prepare for the attack. However, the enemy situation may cause a unit to deploy into the approach march formation, from the tactical column, without occupying an assembly area.

(2) *Assembly area to tactical column.*—A unit may continue the march from the assembly area in the tactical column formation, and consequently occupy more than one assembly area. The entire procedure depends completely upon the enemy situation and the commander's estimate of the situation (fig. 4).

(3) *Assembly area.*—(*a*) An assembly area is an area in which units assemble prior to further tactical action. Normally, during operations an assembly area is used for entrucking or detrucking, feeding, resting, awaiting or issuing orders, reorganizing for combat, and making preparations for the operation.

(*b*) *Characteristics.*—The desirable characteristics of an assembly area include: concealment from air and ground observation; space to permit proper dispersion of all vehicles, personnel, and installations; cover from direct fire; and natural protection against mechanized attack.

(*c*) *Location.*—The location of the assembly area is governed primarily by the mission of

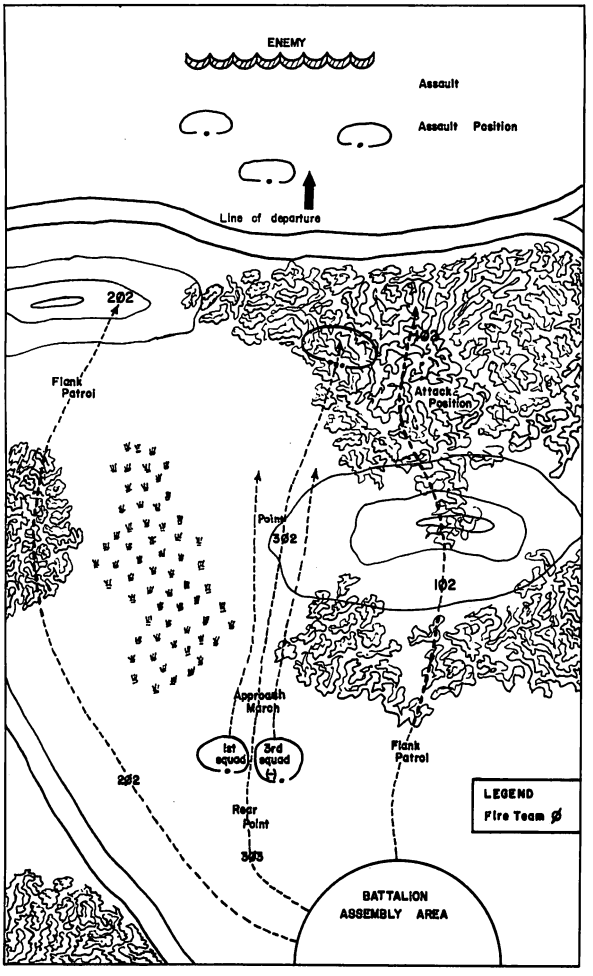

FIGURE 4.—Rifle platoon from assembly area to the assault.

the unit. When used in preparation for an attack, it is located as close to the enemy positions as terrain and enemy activity permit. It should have good avenues of approach to the enemy position. If practicable, it is located in an area outside the probable effective fire of hostile short range weapons, yet within easy marching distance of the attack position.

(*d*) *Activity.*—The primary activity in the assembly area is preparation for combat. Troops are given the maximum rest consistent with security, briefing, and preparation for their mission. Squads remove all excess equipment and prepare for combat. Heavy packs and blanket rolls are removed and arranged in squad stacks. Units do not mingle. Control is maintained, all hands are kept alert and ready to move out on short notice. Combat loads of ammunition, rations, and special equipment are issued in the assembly area occupied prior to an attack, and before the assault elements move through the contact imminent step (approach march) to the attack position (fig. 5).

d. Second step (*contact imminent*).—(1) When enemy ground forces are believed or are known to be near at hand and contact with them is expected at any moment, "contact imminent" exists. Continuation of the movement towards the enemy is now made in an approach formation (fig. 6). The approach march is a method of advance wherein the leading troops are further deployed on a broad front and/or in depth. The advance guard which operated for the tactical column may continue as advance guard, but in a deployed formation, covering the entire zone of advance of the parent unit. Normally, this security or advance guard is assigned a zone of reconnaissance. From an overall view point, the column formations are maintained in rear of each advance guard for ease of control and speed, until circumstances require further deployment for readiness to attack. Leading units are rotated as required to avoid delay of the advance. There are no regular halts. Advance is by bounds, stopping on critical terrain features to coordinate the advance. The purpose of the approach is to bring the units as close to the enemy as possible, in readiness for action, with minimum losses. When the platoon takes up the approach march, the squad takes a position in the formation as ordered by the platoon commander. The squad formations are those shown in section 2, change 9. In the approach march the rifle squad may serve as part of the main body, a connecting element, point of the advance guard, rear point, part of a flank guard, flank patrol, or march outpost.

(2) *Squad as part of the main body.*—When the squad marches either as part of the main body or as a part of the advance or rear guard, the squad leader's primary duties involve the supervision of march discipline within his squad.

(*a*) He must insist on the maintenance of the proper distance between members of the squad. As a general rule, five paces is proper interval between individuals in the approach march.

FIGURE 5.—Activity in the assembly area.

(*b*) He must make sure his men are dispersed during halts.

(*c*) He requires all men to move off the road or trail and face outboard during a halt.

(*d*) When information is passed along the column, he insures it is passed along accurately.

(*e*) Unless otherwise ordered, he enforces passive defense measures against enemy aircraft.

(3) *Connecting elements.*—Connecting elements are files and groups of a command used to maintain contact between the units of that command. They may be classified as either flank or column connecting files, or groups, depending upon their mission. Connecting files are individuals who are sent out to maintain contact between units. A connecting group consists of one or more fire teams. The use of connecting-files or groups is governed primarily by visibility. If the unit is not visible to the command responsible for contact, connecting files or groups are used to establish and maintain contact.

(4) *Squad as point of advance guard.*—(*a*) The point moves along the axis of advance. Its mission is to prevent an enemy in the immediate vicinity of the route of march from opening surprise fire on the troops to the rear. It must strive to prevent any undue delay of the column. To accomplish its mission, the

point investigates any likely ambush positions situated on its route, such as stream crossings, road junctions, small villages and defiles.

(*b*) The point precedes the advance party at a distance prescribed by the commander of the advance party. This distance usually varies from 50 to 300 yards, depending upon the proximity of the enemy, the terrain and the visibility.

(*c*) A squad employed as a point normally uses a wedge formation for all around protection and ease of deployment. Fire teams within the point adopt the wedge or open column formation. When the squad advances in the wedge formation, the leading fire team moves on the edges of the road or trail, one team on either side. When the road or trail is bound by thick vegetation, or there is a need of haste, the formation of the point is usually a squad column. Fire teams may also be in column formation and advance along the alternate sides of the road or trail. In any case, the formation for the point is prescribed by the squad leader. It is his responsibility to change the formation when need arises. The squad leader assigns each fire team a sector of observation. Fire team leaders, in turn, assign sectors of observation to individuals.

(*d*) The leader of the point squad usually places himself just to the rear of the leading five team. From this position he can control the squad most effectively. He and his fire team leaders must check continually to see that all squad members are alert and vigilant. Weapons are carried ready for instant use. Whenever possible, the point uses arm-and-hand signals for communications.

(*e*) The point engages all enemy elements within effective range of its weapons. When the point makes contact with the enemy or discovers enemy positions within effective range along the route of march, the squad leader makes a quick estimate of the situation and takes immediate aggressive action. He reports the contact to the advance party commander, informing him of the enemy situation and the action he is taking. If the enemy resistance is relatively weak in comparison to the strength of the point, the squad leader initiates a plan of action designed to close immediately with and destroy the enemy. If resistance is apparently greater than the strength of the point, the squad leader attacks in a manner that forces the enemy to open fire. This will disclose the enemy's disposition and strength. When the point makes visual contact with an enemy along the route of march but beyond effective range, the advance party commander is notified and the advance continues until contact is made.

(5) *Squad as rear point.*—(*a*) In the same manner as the advance party dispatches a point forward, the rear party sends back a point to cover its rear. The formation of the squad serving as rear point is similar to that of the point of the advance guard, in inverse order. The squad generally uses a vee or a column formation with the squad leader at the head of the rearmost fire team.

(*b*) The rear point stops to fire only when enemy action threatens to interfere with the march. The rear point cannot expect reinforcements by other troops. It repels all enemy attacks vigorously. If the enemy threatens to overrun the rear point, friendly troops take up positions which will allow the rear point to withdraw toward the main body. They must withdraw around a flank or along a designated route, so as not to mask the fire of the covering force.

(6) *Squad as point of flank guard.*—The missions, actions, and formations of a squad when serving as the point of a flank guard are the same as when the squad is acting as the point of an advance guard.

(7) *Squad as flank patrol.*—(*a*) Regardless of the size of a marching column, its flanks must be protected. Rifle squads are often detailed as flank security patrols. A flank patrol may be ordered to occupy an important terrain feature on the flank of the advance, or simply to move parallel to the column at a prescribed distance from it, the distance depending on the speed of the column, and the terrain.

(*b*) When moving parallel to the column, the patrol uses formations suited to the terrain, the column's speed, and self-protection. If the terrain is sufficiently open, a squad wedge formation is best; in heavily wooded terrain, the squad column. The leading fire team serves as the scouting element of the patrol.

(*c*) The patrol moves so as to prevent the

enemy from placing effective small-arms fire on the column. It investigates areas likely to conceal hostile elements and locations, on or near its route of march, which might permit good observation by the enemy. The patrol observes from commanding ground and moves rapidly from point to point, keeping between the protected unit and possible hostile locations. The presence of hostile elements is reported by signal or runner. Enemy forces within effective range are immediately engaged by the patrol.

(*d*) The column commander maintains contact with the flank security patrols. If the terrain is open, contact may be merely visual. If the terrain is broken and vegetation is heavy, connecting files or groups should be used to maintain contact.

(8) *Squad elements of march outpost.*—(*a*) The march outpost is established whenever a temporary halt is ordered. Its mission is to protect the halted column from surprise attack by the enemy.

(*b*) The squad is often detailed as an element in a march outpost. When the squad is so detailed, the platoon commander informs the squad leader of the situation, the outpost position to be occupied, to whom and where reports of enemy activity are to be sent, and the anticipated duration of the halt.

(*c*) Upon arriving at the prescribed location and having made hasty reconnaissance, the squad leader positions his fire teams where they can observe and defend all avenues of approach leading into the squad sector of responsibility. The squad leader ensures alert observation by detailing men in pairs and arranging for frequent reliefs. The squad does not abandon its outpost position until it receives explicit orders to rejoin its unit.

e. Formations.—(1) When the platoon leaves the tactical column and takes up the approach march, the squad takes the position in the platoon formation ordered by the platoon commander. The squad formations are squad column, squad vee, squad wedge, squad line, and squad echelon right (left). The fire team formations are the column, wedge, skirimishers right (left), and echelon right (left).

(*a*) *Squad column.*—The fire teams are arranged in succession one behind another. This formation is vulnerable to fire from the front. A change is required to employ the squad's weapons toward the front. However, it is easily controlled and maneuvered. It is especially suitable for narrow, covered routes of advance; for maneuvering through gaps between areas under hostile artillery fire; and for moving through woods, fog, smoke, or darkness (figs. 10, and 11, ch. 9).

(*b*) *Squad wedge and squad vee.*—These formations provide security to both front and flanks, favor maneuver and control, and also provide flexibility in meeting new tactical situations. The following factors usually determine which formation is to be employed; the terrain, the frontage which the squad must cover, and the proximity and activity of the enemy (figs. 14 and 15, ch. 9).

(*c*) *Squad line.*—This formation places all three fire teams abreast. It permits the squad leader to develop the maximum fire power to the front in the shortest time. It is less readily controlled but not as vulnerable to fire from the front as other formations. It is suitable for rapidly crossing an area exposed to hostile long range machine gun or artillery fire which cannot be avoided (figs. 18 and 19, ch. 9).

(*d*) *Squad echelon right (left).*—In this formation, fire teams are diagonally echeloned to the right (left) rear, one behind the other. It may be used to protect an exposed flank. It permits maximum fire toward that flank or the right (left) front (figs. 17 and 18, ch. 9).

(2) *Initial formations.*—Upon assuming an approach march formation, the platoon commander prescribes the initial squad formations (fig. 6). As the march progresses, the squad leaders order formation changes in accordance with the terrain, the frontages assigned, and the likelihood of coming under enemy observation and fire. In the same manner, the squad prescribes the initial fire team formation. Thereafter, the fire team leaders order any necessary changes.

(3) *Cover and concealment.*—During the approach march, the squads must take every advantage of cover and concealment available along their routes. Folds in the ground, brush, ravines, reverse slopes and woods provide such protection (fig. 7). In order to take advantage of available cover and concealment, the squad leader may make minor changes in his assigned

FIGURE 6.—A platoon formation for the approach march.

route of advance. When crossing an exposed area, the squad leader orders one fire team at a time to rush across the open area to a predesignated location (fig. 8). If the exposed area is receiving enemy fire, the fire team advances its men individually.

f. Base squad.—When a platoon is advancing

FIGURE 7.—Use of cover and concealment.

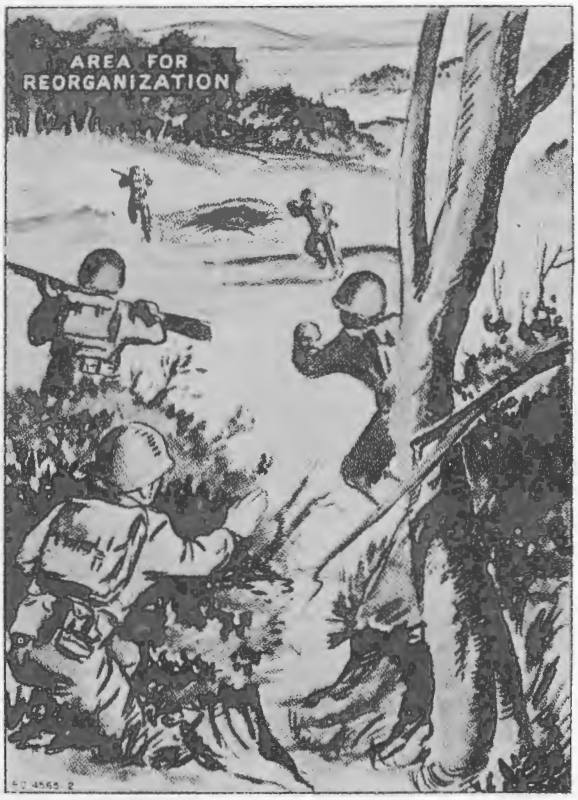

FIGURE 8.—Squad leader sending fire teams across exposed area that cannot be avoided.

in the approach march, the platoon commander often designates a base squad. The base squad assists the platoon commander in maintaining the proper direction, position, and rate of march. The direction of advance is indicated to the base squad leader by pointing out a route, assigning an azimuth, or designating a terrain feature to move to. Other squads guide on the base squad. The base squad is changed from time to time.

g. Position and duties of the squad leader.—During the approach march, the squad leader moves at the head or in advance of his squad, except when leading a squad which is engaged in scouting missions. He regulates his squad's advance on the base squad, or if his squad is the base squad, he advances it as directed by the platoon commander. He makes minor detours to take advantage of better routes of advance. He is responsible for the security of his squad from hostile action.

h. Scouting fire teams.—(1) When a rifle platoon in the approach march is not preceded

by friendly troops within view, it sends out its own scouting elements (fig. 9). These scouting elements are usually composed of one or two fire teams, sometimes an entire squad. Fire teams used as scouting elements are called scouting or leading fire teams. They are controlled by the platoon commander, assisted by the squad leader. A squad leader whose squad is providing scouting fire teams normally marches near the platoon commander to be readily available to assist in the control of the scouting fire teams. Scouting fire teams move forward aggressively to cover the front of the advancing platoon, and force any enemy to disclose his position. Formations normally used are the wedge, the vee, and skirmishers, depending upon the terrain as well as the frontage assigned. Normally a squad will be called upon to scout a frontage of from 50 to 150 yards. Scouting fire teams are covered by the platoon, or, when the platoon is masked, the fire teams cover their own advance. The fire team leaders watch constantly for signals from the platoon commander. Scouting fire teams move at the distance from the platoon the platoon commander orders. This distance is usually the limit of visibility, but it may vary because of the terrain, and probable position of the enemy.

(2) When a scouting fire team is directed to advance over open ground to an edge of woods, members of the team, preferably the rifleman and the assistant automatic rifleman, reconnoiter within the woods for 50 to 60 yards,

FIGURE 9.—Scouting fire team(s) covering advance of a rifle platoon.

while the other two men of the fire team cover them. As soon as it is determined that the area near the edge of woods is clear, the fire team leader sends a member of a team to signal "forward" to the platoon commander. The scouting fire team(s) holds a line 50 to 75 yards within the woods, maintaining observation towards the enemy until the platoon comes up. Before moving farther into the woods, the scouting fire team(s) awaits orders from the platoon commander. Upon arriving at the far edge of the woods, the scouting fire team(s) halts and again waits for orders from the platoon commander.

(3) When a scouting fire team is fired upon, it locates targets and returns the enemy fire. The scouting fire team leader must, at this time, accomplish one of the most important parts of his mission. He determines as many of the following items as possible.

(*a*) Location of enemy (range and reference points).

(*b*) Extent of position (location of flanks).

(*c*) Types of positions (foxholes, pillboxes, bunkers, obstacles, etc.).

(*d*) Number of enemy.

(*e*) Enemy weapons (machine guns, mortars, tanks etc.).

(*f*) Nature of terrain between his position and the enemy (routes of approach, trails, roads, streams, woods, etc.).

(4) As soon as possible, the platoon commander contacts the leaders of the scouting fire teams to find out as much of this information as possible (fig. 10). After getting this information the platoon commander usually returns the scouting fire teams to the control of squad leaders. In most situations a squad leader then brings up the rest of his squad and commits it to the fire fight in order to eliminate the enemy pocket. Should the enemy prove too strong for the squad, that squad usually remains engaged with the enemy as the base of fire. Units of the advance party are then committed to clear the enemy resistance.

i. Attack position.—(1) The attack position is the last position occupied by assault units before crossing the line of departure (fig. 4). Troops occupying the attack position include only those units actually attacking. The desirable characteristics of an attack position are similar to those of the assembly area. Characteristics especially desirable include:

(*a*) Concealment from ground observation.

(*b*) Cover from direct fire.

(*c*) Good avenues of approach to the line of departure.

(*d*) Terrain which permits all around observation on or near the perimeter of the attack position, to afford additional security.

(2) The attack position is usually located in the last covered and concealed position rear of the line of departure. There may be times when terrain and the situations are such that it is advisable to have one area serve the purpose of both an assembly area and attack position. The primary activities in the attack position are final preparations for combat. Last minute orders are issued, and final details of coordination and reconnaissance are completed. The attack position is occupied for a minimum time before the attack.

10–16 ATTACK PHASE.—*a.* The attack phase of offensive combat begins when the troops of a unit are forced to fire upon the enemy in order to advance, or when the leading troops cross the line of departure. The attack phase ends when the squad or other unit seizes its final objective. The squad assists in accomplishing the platoon mission. It may be used to provide a base of fire, as a maneuvering element, or to seize a separate objective within the platoon zone of action.

b. Preparation for the attack phase.—(1) *Reconnaissance.*—After receiving the platoon commander's order, the squad leader makes a physical reconnaissance. While making this reconnaissance, he formulates his plan for employing his fire teams in order to accomplish his assigned mission. Regardless of the time available, some type of visual reconnaissance must be made by the squad leader.

(2) *Order.*—(*a*) The squad leader must give his attack order before the squad crosses the line of departure. If possible, the order is given from a vantage point. This point may be on the line of departure if the squad is engaged in a fire fight; or it may be in rear of the line of departure if the movement to attack originates from the approach march.

(*b*) The squad leader issues his order to his fire team leaders. If the squad is in contact

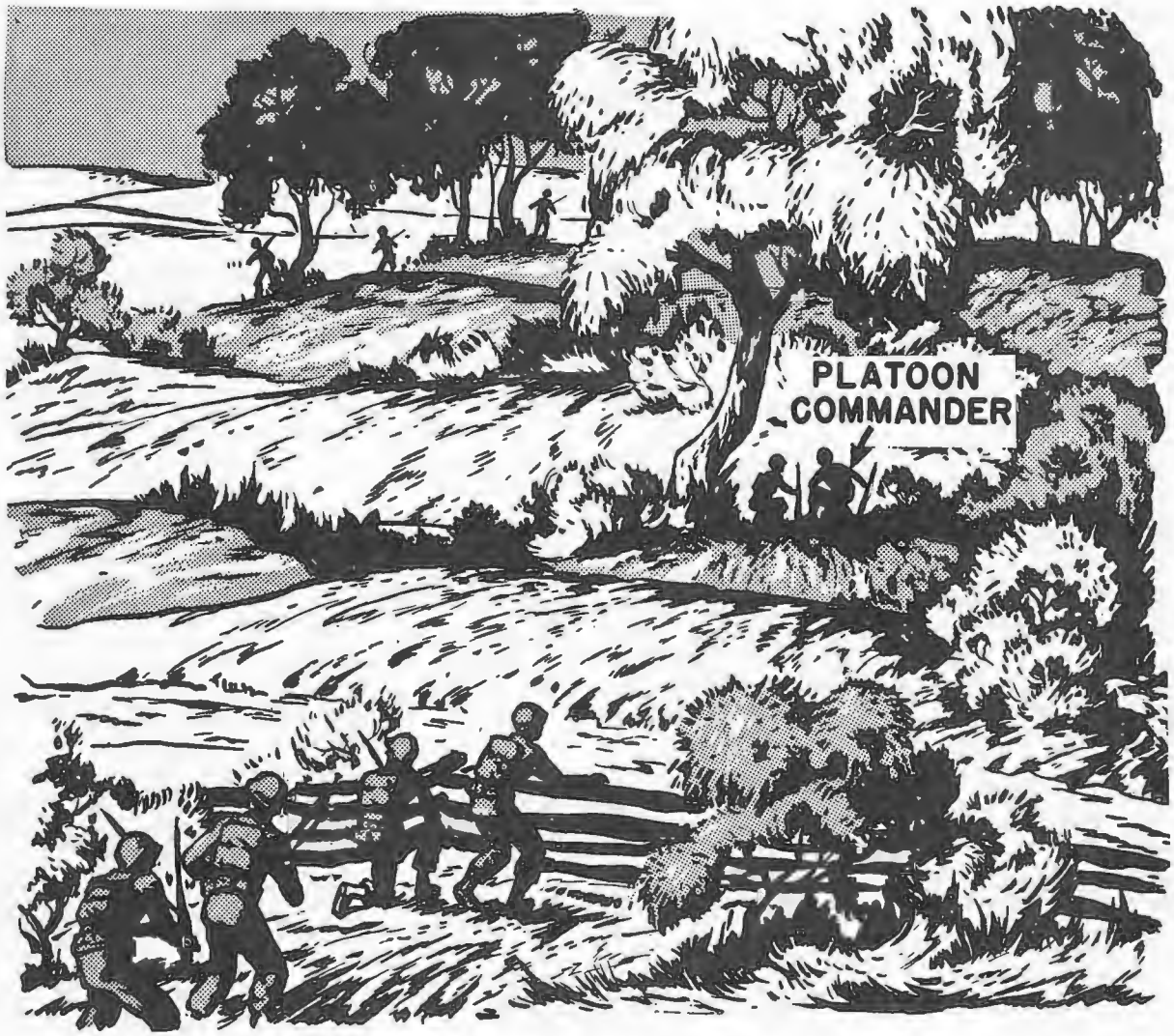

FIGURE 10.—Men spread out behind available cover.

with the enemy, it may be necessary to issue the order to the fire team leaders individually; otherwise, it may be practical to call the fire team leaders together at a vantage point. In most attack situations, the order will be fragmentary in nature because of the time element. However, if time permits, a complete order should be given.

(*c*) Whether his order is complete or fragmentary, the squad leader precedes his order with an orientation, pointing out the direction of attack and the terrain features that are mentioned in the order. While giving the order, natural aids such as twigs and pebbles may be used to show on the ground the positions and movements of the units and thus insure better understanding of the order.

(*d*) An example of an oral attack order given by the leader of the 3d squad, 2d platoon, with a squad of 3.5-inch rocket launchers and two flamethrowers attached follows:

That direction is North (pointing). Notice that main ridgeline to our front, running generally East and West; that hedgerow; and that finger with the trail up its center (pointing).

1—(*a*) The main enemy force is defending along that (pointing) high ground to the North. His automatic weapons are emplaced in log pillboxes near the military crest. Riflemen are positioned between these pillboxes in open foxholes.

(*b*) The 2d platoon will attack with the 1st and 3d

squads abreast, our squad on the right. The 3d platoon will be in reserve, and the 1st platoon will be on our right. The ridge will be softened up for 10 minutes prior to our attack and the lieutenant said we'll get air support if we run into heavy resistance.

2—Our squad will attack and secure that knob at the end of the finger running North to our direct front. (pointing). We will seize that knob and use that finger (pointing) as the route of approach to our objective.

3—(*a*) The squad will use a wedge formation.

(*b*) 1st Fire Team, Jim, your fire team will be the point, guide on that trail going up the center of the finger.

(*c*) 2d Fire Team, Dick, your fire team will be to the right, in rear of Jim's.

(*d*) Bill, you take the left rear.

(*e*) Ralph, have one of your 3.5 rockets with the 2d fire team and one with the 3d. You and your flamethrower teams stay with me.

(*f*) The line of departure is that hedgerow. Jump off time will be 0815. Now I want you to keep plenty of interval between men, however, when we reach that wooded area you fire team leaders make sure you keep within eyesight. Make sure you maintain visual contact with adjacent squads. All men armed with the M-1 rifle fix bayonets before crossing the line of departure.

4—Jim, send two men to the lieutenant to draw enough grenades so each man in the squad will have four. Also have them bring back four red smoke grenades. A corpsman will be with the lieutenant and he'll be directly to our rear, following us up the finger. Tomorrow's rations will be issued after we dig in for the night.

5—I will be walking up the trail just to the rear of the 1st fire team. The red smoke grenades will be used by assaulting units to signal cease fire to the base of fire.

It is now 0709.
Any questions?
Move out.

c. Advance by fire and maneuver.—(1) When the squad reaches a point where it can no longer advance without sustaining casualties, the squad leader orders one or more fire teams to fire on the enemy positions. The remainder of the squad moves forward under the protection of this covering fire. Units and individuals within the squad alternate moving and covering the advance of the others. Supporting fires from weapons not organic to the squad may be provided. These include machine guns, naval guns, aircraft, and other weapons. Fire, either organic or nonorganic to the squad, is employed to prevent the enemy from manning his defenses and repelling the advance. Supporting fires should be followed closely by the advancing troops so shock effect upon the enemy will not be lost. Thus, he will not be able to reoccupy his positions in time to repel the attack. The squad leader may request supporting fires (fig. 11) from his platoon commander who, if he approves the request, forwards it up through the chain of command.

(2) *Fire superiority.*—Upon opening fire, the squad seeks to gain fire superiority over the enemy. Fire superiority is gained by subjecting the enemy to fire of such accuracy and volume that the enemy fire ceases or becomes ineffective. The squad leader commits enough of his squad to gain fire superiority. The fire teams use all the weapons at their disposal to accomplish this task. Once fire superiority has been gained, the squad is ready to continue its advance. Fire superiority must be maintained throughout the attack to insure the success of any maneuver. Before he advances any part of his squad, the squad leader should assure himself there is sufficient supporting or organic fire on the enemy to render him ineffective.

d. Use of maneuver.—(1) There are two forms of attack maneuver, the envelopment and the penetration.

(*a*) *Envelopment.*—When moving against the flank, one part of the squad provides a base of fire to cover the maneuvering elements (figs. 13 and 14). This element moves around the flank of the enemy to place itself in an assault position. The maneuvering element must take advantage of all possible cover and concealment so the enemy is kept unaware of its movements until the assault begins. During an envelopment, care must be taken that the maneuvering element moves deep enough to ensure it hits the enemy's flank and rear. At the moment of assault by the maneuvering element, the base of fire must lift entirely or shift to another part of the enemy position.

(*b*) *Penetration.*—When there is no chance of maneuver to either flank of the enemy, the squad is forced to move directly to the front (fig. 14). Under this condition, the squad leader orders one or more fire teams to advance under cover of the fire of the remaining fire team or teams. The moving fire teams advance to new firing positions as rapidly as possible, using all cover and concealment available.

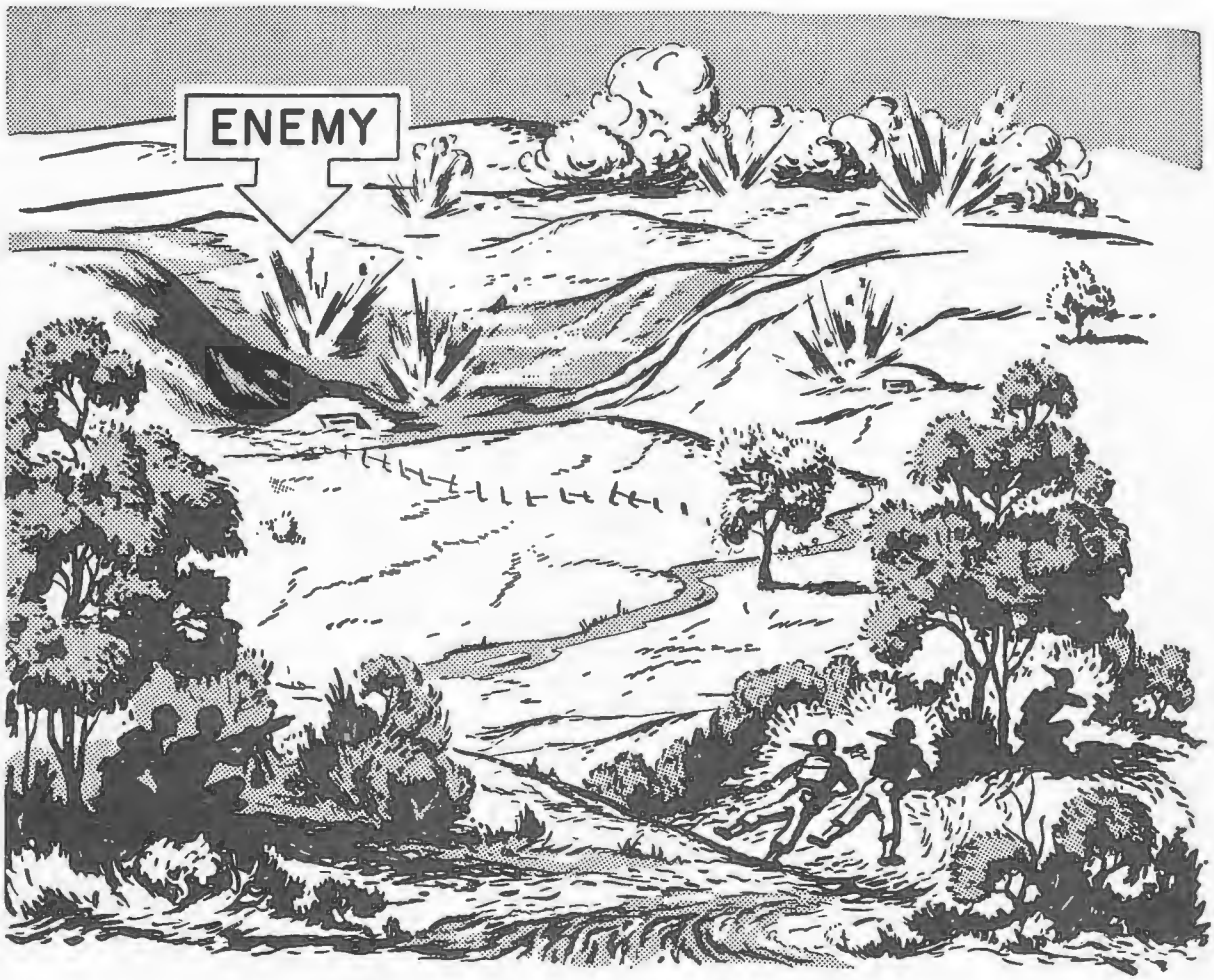

FIGURE 11.—Advance is made under the cover of supporting fires.

When new fire positions have been reached, the moving element opens fire, by surprise if possible. The fire team or teams which were providing the base of fire cease firing when the moving group opens up. Under cover of this newly established base of fire, the fire teams acting as the initial base of fire move toward the enemy, using all available cover and concealment. This process is continued until part or all of the squad is in position to assault the enemy successfully.

e. Hostile fire.—(1) Mortar and artillery concentrations and long range machine gun fires can often be bypassed. Concentrations at times are so small that the squad can pass quickly to either side without turning too far from its prescribed route of advance. After a quick study of the fire pattern, long-range machine gun fire can often be bypassed by using a depression in the ground as a covered approach. This is particularly useful when the enemy's observation is obscured by haze, fog, dust, or smoke.

(2) In some situations, enemy fire is received which cannot be neutralized by small arms and which prevents the squad from advancing by its own fire. Often this enemy fire cannot be bypassed. Under these conditions the squad leader reports the situation to the platoon commander and requests supporting fire. The squad leader does not halt because of light indirect or long-range direct fires. To accomplish his mission at the least possible cost in lives, he moves his squad quickly forward through the fire-swept area. He bears in mind that, usually, a rapid movement through such fire costs far less in casualties than does indecision and useless halting.

f. Method of advance.—(1) When making either an envelopment or a penetration, a rifle

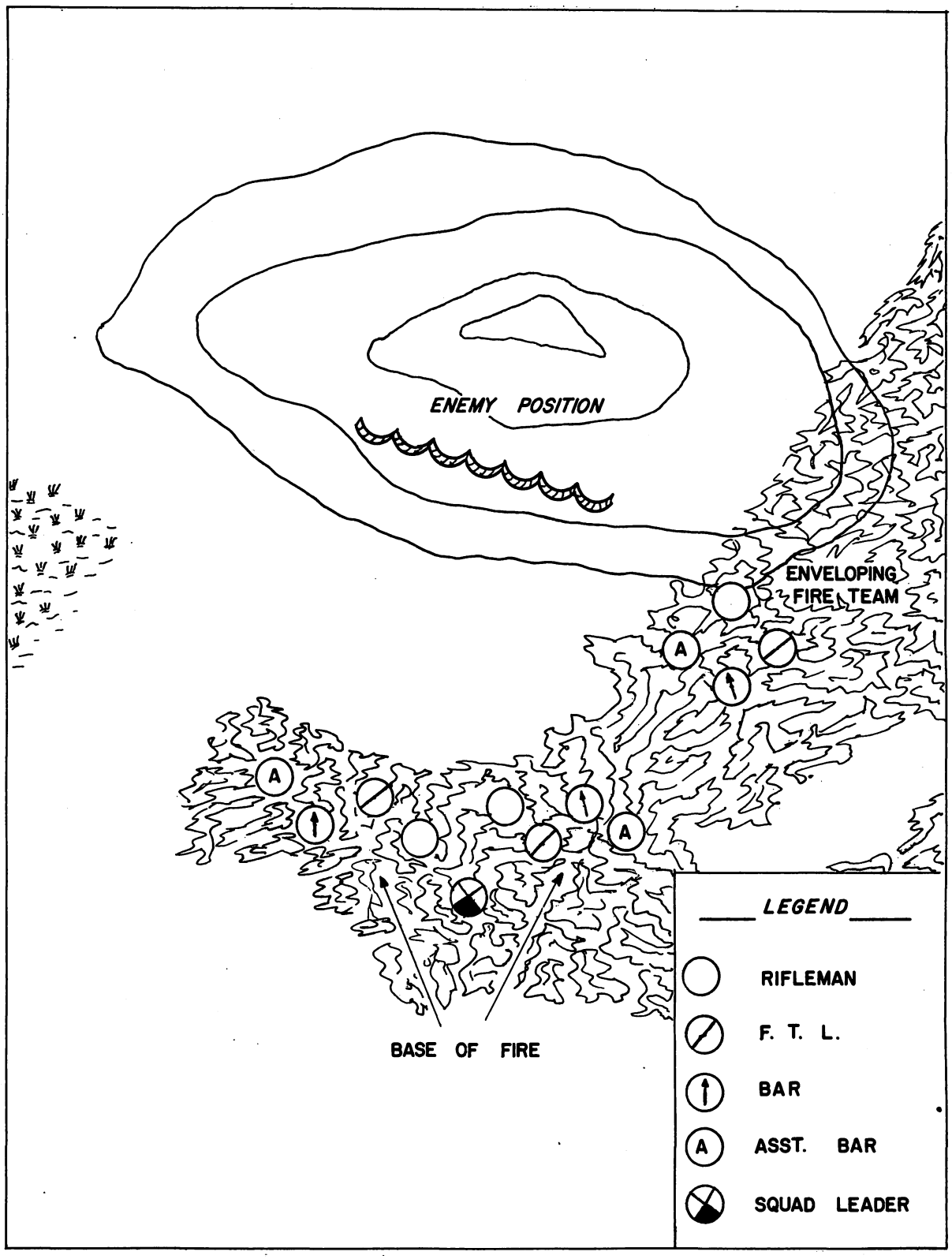

FIGURE 12.—Rifle squad making an envelopment.

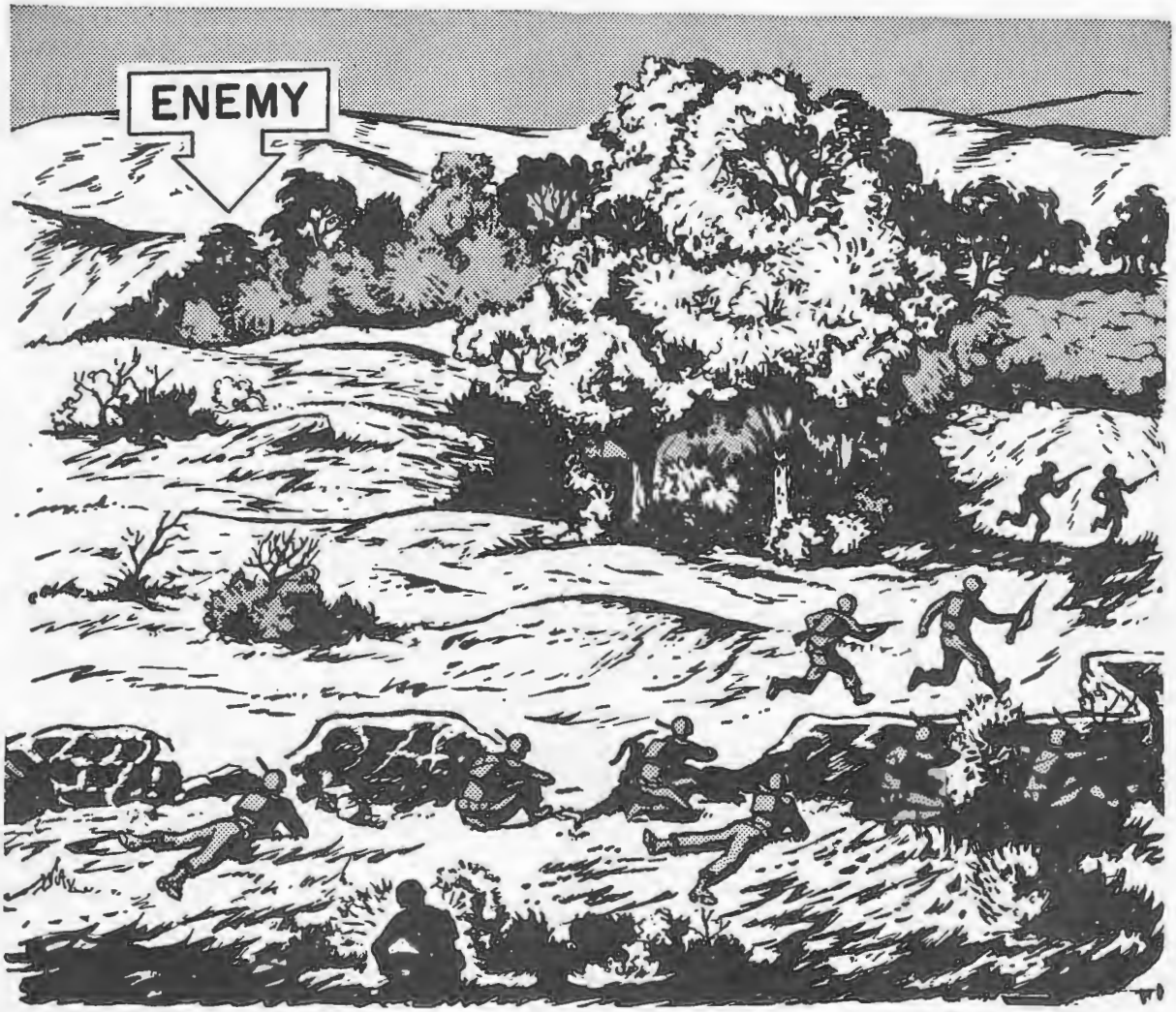

FIGURE 13.—Fire team employed as a base of fire.

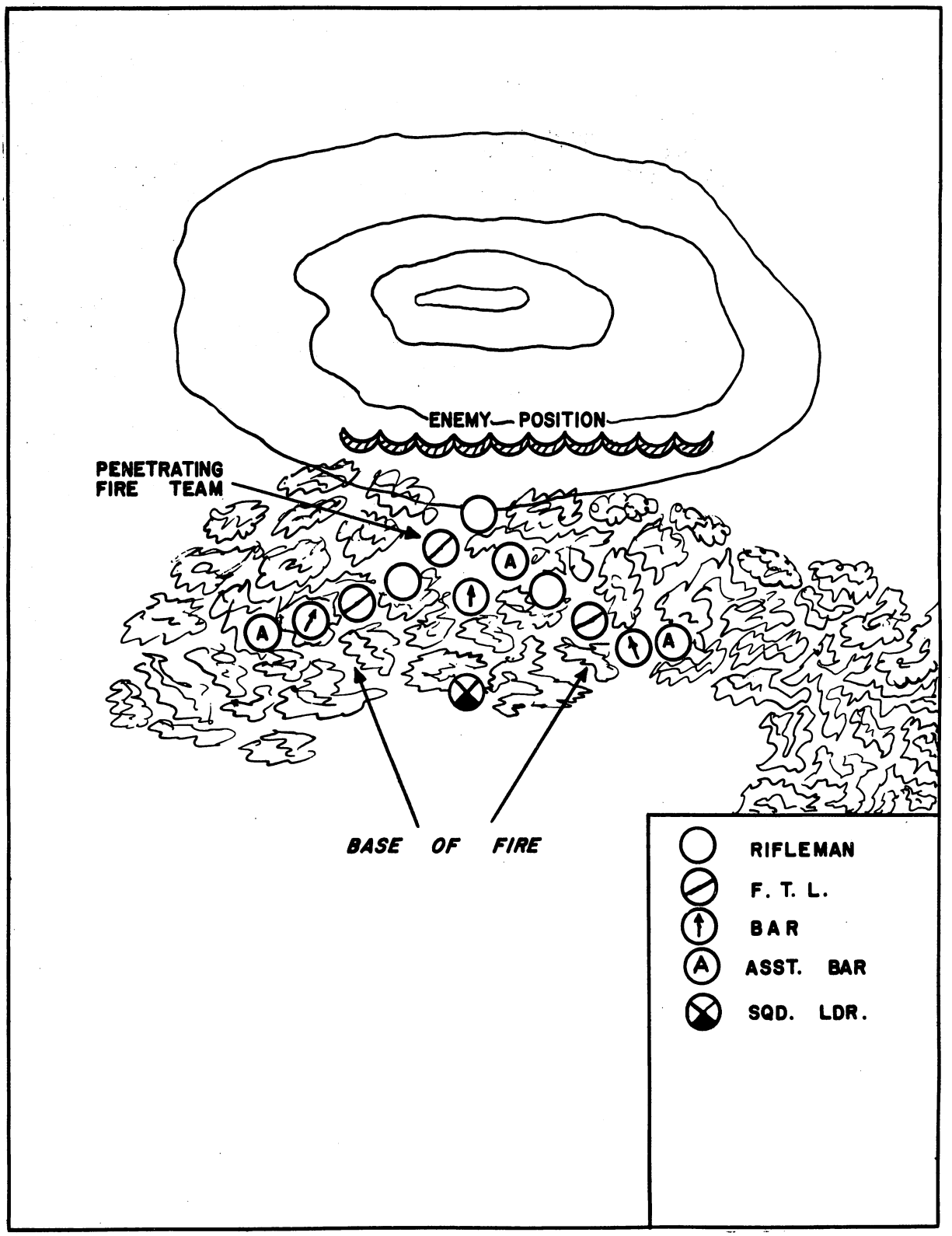

FIGURE 14.—Rifle squad making a penetration.

squad has three methods by which it may move: as a unit of the platoon in a series of squad rushes; by fire teams in a series of fire team rushes; or by individual infiltration. In all three methods, the element of speed is highly necessary. Once the squad leader has made the decision to move part or all of his squad, he must put that decision into effect immediately.

(2) *The squad rush.*—The squad may move as a unit in a series of squad rushes. Squad rushes are possible only if complete fire superiority is being maintained by close-support weapons firing directly on the enemy opposing the squad, and/or if the squad has a covered route of advance. Using this method, the squad leader orders his men to follow him. The squad then rushes a short distance and takes cover. This process is repeated until the squad can advance no farther as a unit.

(3) *The fire team rush.*—The squad may move in a series of fire team rushes. When using this method, the squad leader orders one or more fire teams to advance under cover of the fire of the remaining fire team or teams. The part of the squad delivering covering fire (base of fire) must increase its rate of fire if there is any indication that fire superiority may be lost. The moving fire teams advance as rapidly as possible to new firing positions, using the maximum cover and concealment available. Often this unit must advance by creeping and crawling. Upon reaching new firing positions, the fire team opens fire—by surprise, if possible. The original base of fire then ceases firing and, under cover of the newly established base of fire, moves toward the enemy, using all available cover and concealment. This process is continued until part or all of the squad reaches the assault position.

(4) *Individual infiltration.*—When it is impossible for an entire fire team to move forward by rushes, the fire team leader has his men move by individual infiltration. In this method, the fire team leader designates which individual is to move. The individual picks out his next fire position before he moves. The distance to the new position should be short. He loads and locks his rifle; moves rapidly to the new position, using cover and concealment, or zigzagging in the absence of cover; hits the deck; rolls to the right or left several feet from the initial falling point; locates the target; and commences firing. The fire team leader then designates the next man to move. This man picks out a position in the vicinity of the first man and moves to it. This process is continued until the entire fire team has moved forward. When moving in this manner, at least two members of the fire team should be in position to act as a base of fire for the individual moving forward. This process is continued until part or all of the squad passes through the assault position.

g. Assault position.—The assault position is located between the line of departure and the objective. At this position, many of the supporting fires (direct and indirect) which cover the forward movement of the squad are lifted. The squad then uses its own maximum fire power for the final assault of the enemy position. The distance from the assault position to the objective varies from 50 to 150 yards, depending on how close the squad can move to where its own supporting fires are falling without suffering casualties. The assault position may be in front of or to the flank of the objective. The determining factors are the enemy disposition and the location of covered and concealed routes of approach in the vicinity of the objective. There is no delay or hesitation at the assault position. The timing of the lifting of supporting fires is closely coordinated with the movement of the assault echelon by higher commanders. This permits uninterrupted movement through the assault position.

h. Assault and advance through the assigned objective.—(1) The third step of the attack phase is the assault. The primary object in advancing the attack by fire and maneuver is to get part or all of the squad in position to assault the enemy. The assault is started on order, or signal, of the platoon commander, or on the initiative of the squad or fire team leaders. The assault is delivered at the earliest moment that promises success, regardless of the progress of adjacent squads.

(2) *Action of squad.*—When the position being assaulted is subject to fire from other enemy positions, it is sometimes necessary for part of the squad to serve as a base of fire to cover the assaulting force. The covering fire prevents the enemy from inflicting heavy casualties on

the assaulting fire teams. In addition to the fire supplied by the base of fire, the assaulting fire teams use assault fire. This is the fire delivered by a unit during its assault on a hostile position. Riflemen usually fire from the hip or shoulder at a rapid rate. In the final stage of the assault, the enemy position is overrun. Its defenders are killed by point-blank fire, grenades, and the bayonet. To provide greater control and more thorough coverage of the enemy position, each fire team is given a definite objective by the squad leader.

(3) *Advance through the assigned objective.*—The squad must not stop at the near edge of the objective. It should drive rapidly to the far edge, giving the enemy no time to recover from the shock of the assault. There are three factors to be kept in mind in advancing through the hostile objective.

(*a*) *Momentum of assault.*—When it is known that there is more than one emplacement on the objective, the original assault of the squad should carry as far through the objective as possible. A successful assault upon a position disrupts surrounding positions which may be dependent upon the assaulted position for fire support. The exploitation of any temporary weakness of the enemy should be immediate.

(*b*) *Repetition of steps of attack phase.*—If the momentum of the original assault cannot be sustained, the squad advances by repeating the steps of the attack phase. The advance can be by fire and maneuver until close to the next enemy emplacement, when another assault is initiated. This repetition of steps is continued until the squad eliminates the enemy from the entire objective, at which time each fire team occupies that portion of the objective it was assigned.

(*c*) *Speed and aggressiveness.*—Speed and aggressiveness are of primary importance to a unit advancing through its objective. Independent action by the squad and its members is necessary.

i. Pursuit by fire.—(1) The last step of the attack phase is the pursuit by fire. When the advance through the enemy objective is complete, the rifle squad takes up firing positions and fires upon any withdrawing enemy. This fire is continued until the enemy is no longer visible. The squad's fire, even though greatly reduced in effectiveness for extreme ranges, helps keep the enemy disorganized and disrupts enemy plans for reorganization until they can find cover.

(2) Pursuit by fire is the only sort of pursuit conducted when the final objective has been overrun. Physical pursuit (actually moving out after the fleeing enemy) will be undertaken only on orders from the next higher commander.

10–17 CONSOLIDATION PHASE.—*a.* The consolidation phase is the third phase of offensive combat. The consolidation phase covers the period from the end of the attack phase to the moment some further action to exploit success is begun. In this phase, the rifle squad takes measures to hold the ground it has gained, to protect its reorganization, and to reorganize so the advance may be continued. The consolidation phase consists of the hasty assumption of the defense and reorganization.

b. Hasty assumption of the defense.—After the squad has driven the enemy from its position, its job is to hold what it has won. The squad leader hastily organizes a defense of the position, as security against enemy counterattacks during reorganization and before offensive action is resumed. Primary consideration is given to the positions of the fire teams and automatic weapons, digging in, and provisions for local security.

c. Reorganization.—(1) The second step of the consolidation phase is the reorganization. The squad must reorganize when it reaches its final objective and/or when casualties make it necessary. The purpose of reorganization is to allow the squad to regain its combat efficiency so it can continue its advance. Units always protect themselves when reorganizing by hastily assuming the defense. If in contact with the enemy, it might be necessary to reorganize on the defensive position. If there is no threat of immediate enemy action, one fire team may be left on the defensive position while the other two are withdrawn to a defilade position to reorganize. The reorganization is completed as swiftly as possible.

(2) *Actions of the squad leader.*—The squad leader accomplishes the following during the reorganization:

(*a*) He reallocates squad personnel, as casual-

ties may necessitate, in order to maintain the basic triangular organization of three fire teams with one automatic rifle per fire team as long as practicable. He designates new fire team leaders, if necessary.

(*b*) He redistributes ammunition.

(*c*) He has the casualties removed to covered positions.

(*d*) He notifies the platoon commander, either personally or by runner, of the situation, the position of the squad, the casualties incurred, and the ammunition supply.

(*e*) He disarms enemy prisoners and sends them back to the platoon commander. He searches the clothing of prisoners and enemy dead for papers, documents, and identification. Such material is also immediately sent back to the platoon commander.

(*f*) He makes a reconnaissance of the ground to his front.

(*g*) He ascertains the situation of the units to his flanks.

10–18 EXPLOITATION PHASE.—The fourth phase of offensive combat is the exploitation phase. The steps within this phase are actually broad categories which provide for repetition of other phases and their steps. It fulfills the purpose of offensive combat—the destruction of the enemy. The exploitation phase begins immediately following the reorganization of the squad on its objective. In a given situation, the rifle squad may be called upon to execute any one of the following three steps: continuation of the attack, pursuit, or mopping up.

a. Continuation of the attack.—The rifle squad continues the attack upon the receipt of orders from the platoon commander who assigns the squad a new objective. The squad leader, if he has not already done so, makes a reconnaissance and issues his order to the squad. The attack is continued by using the steps of the approach march and/or the attack phase as applicable. When the newly assigned objective is overrun, the steps of the consolidation phase are repeated. The attack is continued in this manner until the enemy is destroyed, hostile reaction forces the squad to take up a defensive position, or the rifle squad is assigned one of the other steps of the exploitation phase.

b. Pursuit.—When a unit follows a retreating enemy force and keeps it engaged for the purpose of destroying its combat power, that unit is said to be in pursuit of the enemy. The platoon commander will give the order and prescribe the limits for the squad in pursuit. When ordered to pursue, either alone or as part of a larger unit, the rifle squad advances by using the steps of the approach march and/or the attack phase as applicable. A pursuing squad must be aggressive and keep constant pressure upon the pursued force.

c. Mopping up.—Mopping up involves the elimination of remnants of enemy resistance in an area that has been surrounded or isolated, or through which other units have passed without stamping out all active resistance. All enemy positions, enemy dead, and enemy wounded are examined. If resistance is encountered, it is overcome by use of the steps of the attack phase.

10–19 RESERVE SQUAD.—*a.* A unit withheld from the initial attack is called a reserve. In a rifle platoon, the squad(s) not initially committed constitutes the platoon commander's reserve. Reserve squads are employed primarily in the attack, consolidation, and exploitation phases of offensive combat.

b. Movement to contact phase.—The phrase "reserve squad" is not usually associated with the formations in the movement to contact phase. If squads are so designated, however, their actions are similar to those of other squads (par. 10–15).

c. Attack phase.—Initially, and until committed to action, the reserve squad may be called upon to provide security to the flanks of a platoon (par. 10–15) or simply to move in rear of the attacking squads. When moving in the rear of the attacking squads, the reserve squad uses approach march formations, takes advantage of cover and concealment; and advances in accordance with the orders or signals of the platoon commander. When committed to action, the reserve squad may be called upon to reinforce the attacking squads or to attack a definitely located enemy position. When assigned either of these missions, the reserve squad accomplishes the mission by following the steps of the attack phase (par. 10–16).

d. Consolidation phase.—In this phase the

reserve squad often provides the hasty assumption of the defense to protect the reorganization of the attacking squads. This is especially true if the squad was not committed in the attack on the enemy position. If the reserve squad was committed in the attack, its actions are the same as other attacking squads (par. 10–17).

e. Exploitation phase.—The reserve squad may participate in any of the steps of the exploitation phase. It may pass through one of the attacking squads to continue to attack or to pursue the enemy. It may be assigned to mop up the position while the attacking squads advance. Its action in accomplishing its mission in this phase is the same as those of an attacking squad in a similar situation (par. 10–18).

SECTION IV

THE RIFLE PLATOON IN OFFENSIVE COMBAT

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10–20 GENERAL.—When the platoon as part of a larger force, or acting independently, undertakes offensive action, it will go through all or most of the four phases of offensive combat (par. 10–9). The actions and formations used by the platoon are basically the same as those discussed in section III for the rifle squad.

10–21 CONTROL.—The platoon commander controls the action of the platoon by oral orders, arm and hand signals, and by the assignment of intermediate objectives (ch. 9, Basic Combat Techniques). Communication with company headquarters is usually by radio, messenger, or visual signals.

10–22 MOVEMENT TO CONTACT PHASE.—*a. General.*—The platoon marches in the formation directed by the company commander. The platoon commander prescribes the order of march for his squads. The formation adopted will be based on the unit commander's estimate of the situation in relation to enemy contact (par. 10–9).

b. Contact remote.—During the advance in route or tactical column, the rifle platoon moves as part of the company. The usual formation for the platoon is a column of files on each side of the road. This formation gives maximum speed and control. It is used to move the platoon from one locality to another in a combat area behind friendly front lines.

c. Contact imminent.—(1) During the approach march, the rifle platoon, or elements of it, may perform reconnaissance and security missions—for example, an advance party, a flank guard or a march outpost.

(2) *Advance party.*—(*a*) When the platoon is used as an advance party, it is sent forward from the support (rifle company). The advance party in turn sends a squad forward as the point. The mission of the advance party is to insure the uninterrupted forward movement of the support.

(*b*) The advance party is disposed in a column of squads, each squad in a column of twos with one file on each side of the road (or two squads in column of files, the third in column of twos, on each side of the road). There should be a distance of 5 paces between men. The advance party commander goes where he can best observe the ground and direct the action. He is responsible for the rate and the routes or direction of march as ordered by the company commander. He prescribes the distance the point is to precede the advance party. In open country this varies from 150 to 250 yards. The advance party also sends forward connecting files to maintain contact with the point.

(3) *Flank guard.*—Flank security is normally limited to observation to the flanks. Flank guards are sent to positions which allow the enemy observation of the support or which provide concealment for hostile reconnaissance or harassing detachments.

(4) *March outposts.*—The rifle platoon may establish the security for a marching column during a temporary halt. It occupies critical terrain features which control the approaches to the route of march. Its actions depend upon the duration of the halt, the likelihood of enemy contact, and the terrain. The platoon commander receives specific outpost instruction from the company commander.

(5) *Combat formations.*—In the approach march, after the initial contact is made or as it is being made, the leading rifle platoon (advance party) and other selected platoons deploy into suitable formations. These forma-

tions, which are used in the attack as well as the approach march, vary with the terrain and enemy situation. The usual formations are the platoon column, V, line, wedge, and echelon (par. 10–15).

(6) *Enemy contact.*—(*a*) When the point meets enemy resistance, the point exerts every effort to clear the way quickly for the remainder of the column. If it cannot, the advance party commander moves forward rapidly and decides upon the best method of attack. When the resistance is overcome the march is promptly resumed.

(*b*) If the advance party is unable to overcome the enemy resistance, it holds the enemy by fire and locates his flanks. Further action is taken as directed by the support (rifle company) commander. The support commander may deploy laterally to guard against a surprise attack and locate the enemy flanks. In this case, the the advance party platoon, or a rifle platoon from the support proper, may be assigned a zone of reconnaissance and successive objectives within this zone.

d. Preparations for the attack.—(1) Before the attack, the platoon may halt in a covered area selected by the company commander. This area is usually part of the company assembly area. While the platoon is preparing for the attack, the platoon commander, accompanied by a messenger, moves forward to receive the company attack order.

(2) *Troop leading steps prior to attack.*—After receiving the company order, the platoon commander makes as complete a map and physical reconnaissance of the terrain over which his platoon will attack as the situation allows. Throughout his reconnaissance he must consider the company and platoon mission in relation to the terrain. In this terrain analysis, the military aspects of the area are interpreted and evaluated in terms of five factors: critical terrain, observation and fields of fire, cover and concealment, obstacles, and avenues of approach (ch. 9, par. 32). Having pictured the situation as it exists on the ground over which the platoon must attack, the platoon commander considers possible methods of attack and formulates a plan. He determines how to best use his weapons and men to accomplish his mission with the least delay and fewest casualties. After making his decision, the platoon commander issues his order at a previously designated observation point (fig. 15). He then supervises his squads' plans and preparations for the attack. The order is in the form outlined by paragraph 9–38. It will include the platoon zone of action expressed in yards (frontage 100–250 yards).

e. Method of attack.—(1) The platoon advances from the line of departure to the assault position by fire and maneuver. In some cases, prearranged supporting fires are adequate to keep the enemy down and neutralize his resistance during this advance. If so, the platoon advances as a unit behind its scouts as rapidly as possible. If prearranged supporting fires do not neutralize all enemy direct fire weapons, the rifle platoon reinforces them with its own fires to assist the advance of other platoon elements.

(2) The platoon uses a covered approach if one is available. If not, or if that available is heavily protected by hostile mortars, mines, and artillery, the platoon makes a rapid advance to the assault position, taking maximum advantage of available supporting fires and smoke.

(3) Timely coordination of the assault with the lifting of support fires is most important. The termination, lifting, or shifting of supporting fires is indicated to the assaulting riflemen by visual signal fired by the commander of the assaulting element. The platoon then takes up the assault fire and advances rapidly to the objective.

10–23 ATTACK PHASE.—*a. Movement across the line of departure.*—The platoon may move from the attack position to the line of departure in a partially deployed formation, or in the attack formation. The determining factors are the terrain and hostile observation and fire. The movement from the attack position is timed so the leading elements of the platoon cross the line of departure, without a halt, at the specified time. The failure to cross the line of departure on time causes a loss of maximum advantage of supporting fires.

b. Conduct of the attack.—The principles outlined in paragraph 10–16 for squad conduct of the attack are applicable to the platoon. Preparatory fires cover the movement of the assault platoon to within 100 yards (depending on terrain and fire support efficiency) of the

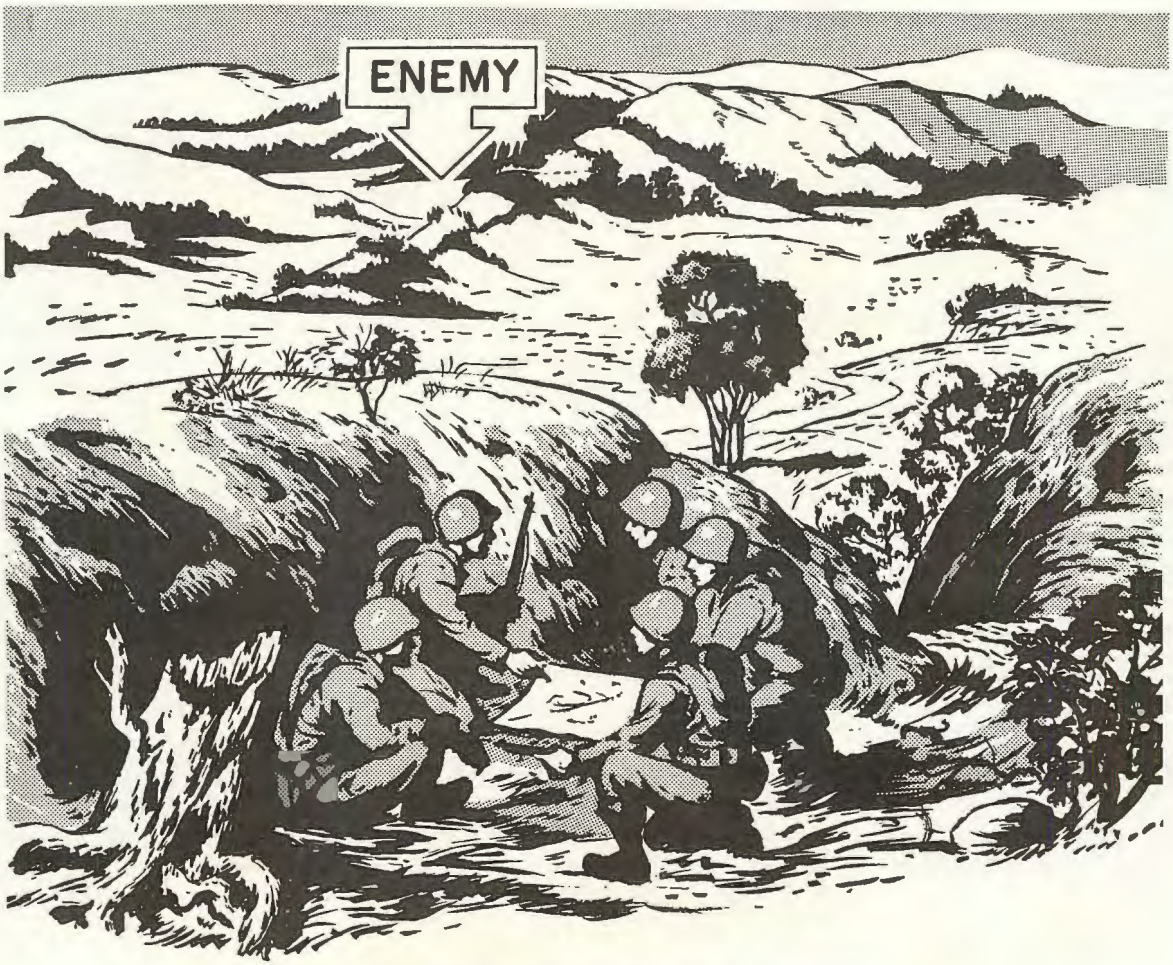


FIGURE 15.—Platoon commander issuing orders to subordinate leaders.

objective. When troops have effective supporting fires, they take advantage of it and move rapidly. When the assault elements are within assaulting distance of the objective the supporting fires are lifted, or shifted, on the request or prearranged signal of the commander of the assaulting unit. The advance rifle units then assault under cover of their own direct-fire weapons.

c. Advance against long-range fires.—If supporting fires do not neutralize enemy fires (distant machine guns, mortars, and artillery), the platoon leader has two alternatives; detour or move through the danger area. If the terrain or enemy concentration permits, he should first consider bypassing the area. If this is not possible he should move the platoon forward and through the area rapidly, since enemy fires increase in intensity and accuracy when the attack stops or loses its momentum.

d. Advance against short-range fires.—Specific targets which hold up the advance are pointed out to the leader of supporting weapons units, accompanying forward observers, and to the company commander. At the same time, the platoon commander uses all means within the platoon to further the advance. The enemy is pinned down by the fire of one platoon element while the remainder of the platoon maneuvers forward under the cover of this fire. Then the original maneuver element of the platoon occupies firing positions and covers the advance of the other element. Maneuver in the zone of an adjacent platoon is often the only way a squad or small group can approach the enemy position. The platoon commander uses such a route only after coordination with the adjacent platoon.

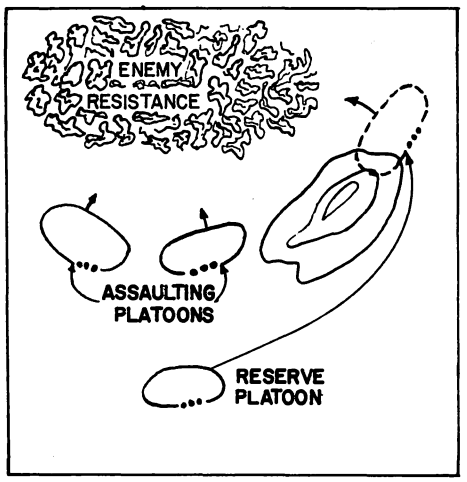
e. Assault. Before the assault the platoon works its way as close to the hostile position as

possible, taking maximum advantage of the shock effect of supporting fires on the enemy. The assault is made on a signal from the company or platoon commander. As support fires lift, or shift, the objective is covered with assault fire from all available weapons. The platoon drives through to the far edge of the objective before the enemy has time to recover from the initial shock. Pursuit, by fire *only*, as explained in the previous section, is then begun.

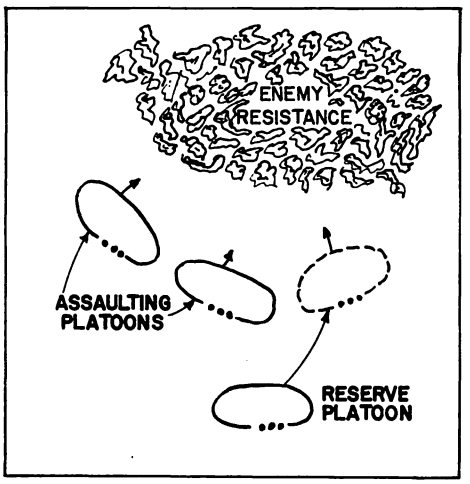
10–24 CONSOLIDATION PHASE.—The platoon leader's first consideration after capturing the objective is to position the platoon quickly in defensive positions to repel a possible enemy counterattack. The attack order normally includes a plan for dividing the objective into squad defense areas so each squad leader will know generally where to place his squad immediately upon reaching the objective. When the objective has been captured and the squads have moved into their assigned positions, the platoon leader inspects the platoon area and makes adjustments to take advantage of the terrain. He also informs the company commander of the strength of his platoon, condition of weapons and ammunition supply. He reorganizes his platoon into an effective fighting team.

10–25 EXPLOITATION PHASE.—The platoon leader then prepares to continue the attack. He makes a brief personal reconnaissance to observe the area over which the platoon may be ordered to advance in order to select the best available routes for moving his squads forward. Pursuit is taken up only on orders of the company commander. For actions of the platoon in mopping up see paragraph 10–18*c*.

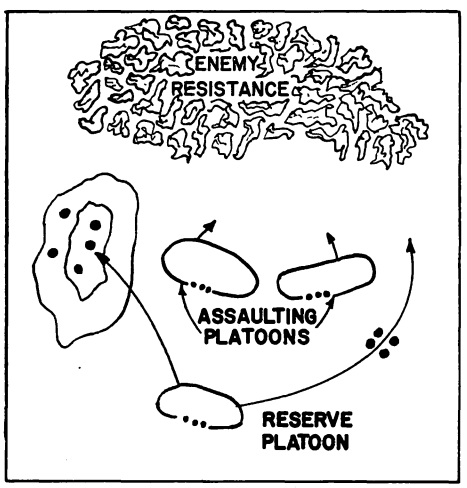
10–26 RESERVE PLATOON.—In the early phases of an attack, the rifle company commander often keeps a platoon in reserve. The reserve platoon advances as directed by the company commander. During the advance the platoon is prevented from merging with the assault units and usually moves in a column formation. The reserve platoon leader constantly observes the actions of the assault units and the situation on the flanks. As the situation progresses, he makes tentative plans for the platoon in the event it is committed. For the disposition and missions of the reserve platoon see figure 16.



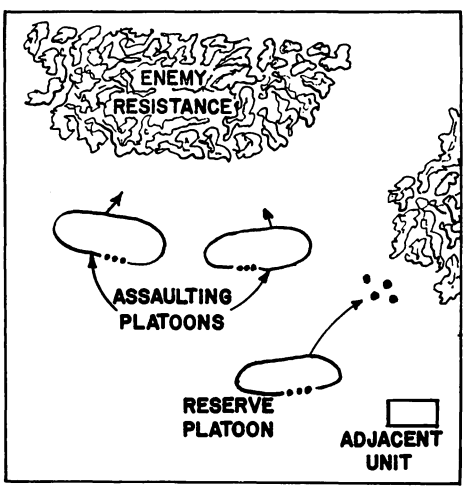
1.—Attack the flank of points of resistance holding up the assaulting platoons.



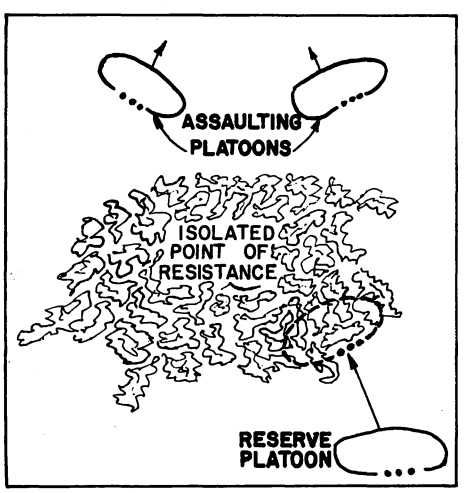
2.—Take over the mission of an as--saulting platoon.



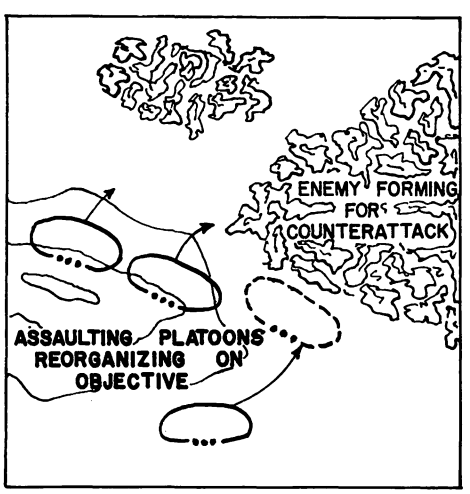
3.—Furnish security to the flanks using combat patrols.



4.—Maintain contact with adjacent units by means of connecting groups.



5.—Mop-up a position overrun by the as-saulting platoons.



6.—Furnish protection against counter-attacks during reorganization.

FIGURE 16.—Missions of the reserve platoon.

SECTION V

THE MACHINE GUN PLATOON IN OFFENSIVE COMBAT

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10–27 GENERAL.—The machine gun platoon is capable of little or no independent action. It cannot take objectives, and it cannot hold ground indefinitely without the aid of riflemen. The platoon is capable of and is characterized by the delivery of heavy fire concentrations. This characteristic is the basis for the employment of the machine gun as a supporting weapon.

10–28 MISSIONS.—The machine gun platoon can effectively accomplish four missions in an offensive situation:

a. Close support of infantry.—Machine gun fire will not destroy hostile targets if the latter are well entrenched, but will neutralize them to an extent that the effectiveness of hostile aimed fire will be kept at a minimum. Careful selection of firing positions and assignment of targets that will most seriously impede the progress of the attacking platoons, makes the machine gun platoon invaluable as a source of close fire support.

b. Protection against counterattack during reorganization.—Rifle platoons, due to confusion and disorganization immediately after an objective is taken, are particularly vulnerable to counterattacks. One of the principal means of protection against counterattacks is the quickly developed fire power of machine guns. Machine guns, therefore, must be employed promptly to give the greatest possible assistance in holding the captured position.

c. Flank protection fires.—When the location or advance of a unit creates an open flank, the company commander may use his machine guns to protect by fire the flank of the exposed unit.

d. Long range fires.—Long range fires by machine guns are employed when the terrain permits engagement of successive targets in rear of hostile forward positions.

10–29 CONTROL.—The company commander may employ the machine gun platoon in general support, in direct support, or attached to the assault units.

a. General support.—The machine gun platoon is in general support when its fires are in support of assault elements of the company as a whole and are controlled by the company commander. Units usually remain in general support as long as control can be centrally exercised. General support affords the maximum flexibility, coordination, and concentration of fires. It is employed when there is good observation over the company zone and when the company commander can maintain uninterrupted communications with the machine gun platoon.

b. Direct support.—The machine gun platoon is in direct support when priority of its fires is assigned to a specific assault element. The commander of the machine gun platoon is, in this case, responsible for fire control. He delivers fires as requested by the commander of the supported unit. The machine gun platoon may be assigned direct support fire missions when its fires cannot be effectively controlled by the company commander or when it becomes desirable to allot fires to a specific assault unit. Although this method of control insures prompt and effective fire support for particular assault elements, it limits the flexibility of fires.

c. Attachment.—When a machine gun platoon or section is attached, command and control passes to the commander of the unit to which attached. The supported unit commander becomes responsible for the tactical employment, the fire control, and the resupply of the

attached element. Units are attached when it is impractical or undesirable to employ them in either direct or general support. Attachment limits flexibility, but is, nevertheless, the most practical solution in many situations. Its use is particularly adapted to a pursuit operation, an independent attack mission, an attack over difficult terrain, a fast moving attack, or the initial phases of an amphibious operation.

d. Conclusion.—Centralized control (general support) has the inherent advantages of flexibility and better coordination of fires and a corresponding increase in timely fire effects. Attachments, however, are justified when an assault platoon can have machine gun support by no other means.

10–30 MOVEMENT TO CONTACT PHASE.—*a. Route column or tactical column.*—(1) In route column or tactical column, the machine gun platoon marches in the company column as directed by the company commander.

(2) When the company has a security mission, such as advance guard, a section of machine guns should generally be attached to the advance party (rifle platoon), the remaining sections, under company control, move with the support.

(3) If the company has no security mission, the machine gun platoon marches as a unit in the company column.

b. Approach march.—(1) In an approach march that is protected by friendly forces, the machine gun platoon moves as a unit in the company formation as prescribed by the company commander. The machine gun platoon's technique of movement is generally the same as for the reserve rifle platoon (sec. IV).

(2) In an approach march that is not protected by friendly forces, elements of the machine gun platoon must be kept well forward in a state of complete readiness for action. Usually a section of guns should be attached to each of the leading rifle platoons; the remaining section(s), under company control, is held in the vicinity of the reserve rifle platoon.

(3) Approach march formations used by machine gun units should be approximately the same as those used by the rifle units (ch. 9, Basic Combat Techniques).

c. Assembly area.—The employment of the machine gun platoon depends on the mission assigned the company.

(1) The machine gun platoon occupying a portion of the battalion assembly area may be assigned the mission of fire support for local security elements.

(2) The machine gun platoon of a company assigned a covering force or outpost mission provides fire support for the company. If only a portion of a company is used on these missions, elements of the machine gun platoon may be attached.

10–31 ATTACK PHASE.—*Preparations for the attack.*—(1) *Methods of supporting attack.*—(*a*) *Company base of fire.*—Whenever possible, the company commander retains centralized control and employs the machine gun platoon as a company base of fire. The machine gun fire plan must be designed to support the company plan of maneuver and give maximum assistance to the advance. The major portion of the machine gun fire is directed against those targets (grouped hostile personnel, machine guns, antitank guns, and lightly armored vehicles that are within range) whose destruction or neutralization will most effectively support the attack. The company commander is responsible for the coordination of machine gun fire with any other supporting fires available. The company commander, having decided to employ the machine gun platoon as a company base of fire, must select general primary and supplementary position areas and targets for the platoon. He must, in addition, arrange for the necessary details of coordination between machine gun and rifle units; i. e., time of opening fire, signal for ceasing fire in the event observation by the machine gun platoon commander is inadequate to determine when the fire is masked.

(*b*) *Attachments.*—Elements (usually sections) of the machine gun platoon may be attached to assault rifle platoons. Such attachments are normal when there is no adequate way of giving needed support with all sections of the machine gun platoon employed in the company base of fire.

(*c*) *Company base of fire and attachments.*—Frequently, the plan for employing the machine gun platoon in support of an attack will be a combination of company base of fire and attachments. These conditions arise, for example,

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when one assault platoon can and one cannot be effectively supported from a company base of fire. In this situation two machine gun sections will be employed in a company base of fire, and the remaining section attached to the rifle platoon that cannot receive support from the base of fire. Attachment of more than one section to a rifle platoon is exceptional.

(2) *Reconnaissance by the machine gun platoon commander.*—The platoon commander receives his orders for supporting the attack in the company attack order. After receiving the order, the platoon commander must make a personal reconnaissance and prepare detailed plans for the employment of his platoon. On this reconnaissance he must:

(*a*) Select, within the area assigned by the company commander, a primary and alternate firing position for each section.

(*b*) Determine, if necessary, routes to the firing position.

(*c*) Select specific target(s), in accordance with the company attack order, for each section.

(*d*) Determine a signal for opening fire with all guns simultaneously.

(*e*) Determine whether overhead or lateral safety limit is applicable, in the event the company commander establishes no signal for supporting fires to cease. If the lateral safety limit is applicable, he must determine what it shall be (par. 10–31*b*(2)).

(3) *Selection of section firing positions.*—(*a*) Machine gun positions are selected to permit direct, preferably enfilade, fire on the targets assigned. The targets must be, and the assault troops should be, visible from the firing positions. Whenever practicable, cover in rear of the firing positions should be available to facilitate the supply of ammunition and to provide shelter for gun crews when not firing. From the primary position, there should be a covered route to any alternate position selected. When possible, the firing position should afford protection against hostile observation and fire from all directions other than that in which the gun is to fire. Positions in partial defilade give some protection against fire from the front. Complete use must be made of natural concealment, but concealment must not obstruct observation to a degree that fire cannot be controlled. Gun positions should be separated enough to reduce the effectiveness of enemy fire, but yet permit the section leader to control them.

(*b*) When positions are concealed, considerable surprise may be achieved by opening fire with all guns simultaneously. Surprise machine gun fire is particularly effective.

(4) *Platoon order.*—(*a*) During the reconnaissance, the platoon commander should send a runner to notify his section leaders to assemble at a vantage point, leaving the platoon in charge of the second in command. Upon the completion of the reconnaissance, the platoon commander will issue the platoon order to the section leaders at the vantage point.

(*b*) Depending upon the time available (allowance must be made for section leaders' reconnaissance and order), the platoon commander's order may be complete or fragmentary. Though fragmentary, it must include:

(*1.*) Designation of primary and alternate section firing positions.

(*2.*) Routes to the firing positions, if necessary.

(*3.*) Designation of a target for each section.

(*4.*) Time or signal for opening fire.

(*5.*) Rate of fire.

(*6.*) Safety limit or signal for ceasing fire.

(*c*) Upon completion of the order, the section leaders move their sections into position. They open fire at the appropriate time or on the appropriate signal. The platoon commander must completely orient the second in command and assign him duties in a supervisory capacity.

b. Advance by fire and maneuver.—(1) *General.*—During the attack the company commander directs the shifting of supporting machine gun fire in accordance with developments in the situation. The platoon commander exercises utmost energy and initiative in searching for and engaging targets whose destruction or neutralization will most effectively assist in the advance.

(2) *Safety limits.*—(*a*) At some point in the attack, supporting machine gun fire will be masked by the advance of the friendly troops. The machine gun platoon may, if observation is adequate, determine to what point the rifle troops may advance safely by application of overhead safety limit (if firing over the heads

of assault troops) or lateral safety limit (if firing through a gap in the line). For establishment of overhead safety limit, see gunner's and leader's rule, ch. 9, Basic Combat Techniques. The lateral safety limit is established by maintaining a prescribed angle of safety between the line of fire and the near flank of any unit or individual. This angle of safety must be sufficiently large to prevent casualties among friendly troops but small enough to insure effective close support fires. The platoon commander must establish this angle when it is applicable.

(*b*) If observation of attacking troops is not adequate for establishing safety limits, a signal must be arranged by the company commander for supporting machine gun fires to cease, lift or shift. This signal is given by the assault platoons.

(3) *Displacement.*—(*a*) When unable to effectively accomplish the mission from the initial firing position (base of fire), the platoon commander should notify the company commander who will order the platoon to displace. The displacement must be regulated so as to interrupt the continuity of fire support as little as possible. To this end, the platoon should displace by section echelon. The company commander should initiate the displacement and designate the general area the platoon will subsequently occupy. The platoon commander, upon receipt of this information, must decide which section(s) will move first, and which will cover the displacement. He must select the route of displacement and a forward covered position into which the sections will move before occupying the new firing positions. He must also designate a signal on which the covering section(s) will displace. When his plan of displacement is decided, the platoon commander issues a displacement order which must include: which section(s) will displace first and which will cover the displacement; displacement times; displacement routes; and positions to which these sections will displace.

(*b*) Upon completion of this order, the platoon commander moves forward to receive additional information about the enemy situation, friendly troop dispositions, and likely targets from the company commander. He must now proceed as previously discussed to accomplish his reconnaissance, select his positions, and issue the platoon order.

(4) *Rate of fire.*—In the interest of gaining fire superiority quickly, the machine guns should be ordered to open fire at a rapid rate. The rate must be subsequently reduced to prevent overheating the guns.

(5) *Ammunition supply.*—The ammunition man is responsible for establishing and maintaining a supply of ammunition to the guns.

c. Assault.—(1) During the assault, overhead fire will usually be impossible due to the short distance between assault troops and the objective.

(2) The machine gun platoon will take advantage of any gaps between assaulting units to maintain fire on the hostile position. If no gaps exist, machine gun fire may be shifted to profitable targets deeper in the hostile position or on the flanks.

10–32 CONSOLIDATION PHASE.—*a. General.*—(1) At times, it is necessary for the attacking echelon to halt and reorganize before continuing the advance. The machine guns of the company are an important source of protection during this time when the company is particularly vulnerable to hostile counterattack.

(2) When protection of rifle units, during reorganization, cannot be provided from positions occupied by the machine guns prior to reorganization, prompt forward displacement is necessary. Machine guns can most effectively cover a reorganization from positions on or near the objective, from which interlocking bands of grazing fire can be placed across the company front and from which each section has a field of fire to the front and flanks.

b. Reorganization.—Reorganization within the ranks of the machine gun platoon must be effected in a manner that least affects the prompt employment of the platoon for protection against counterattack.

10–33 EXPLOITATION PHASE.—*a. Continuation of the attack.*—In the event the attack continues, the machine gun platoon is employed in accordance with those principles given in paragraph 10–25.

b. Pursuit.—The employment of the machine gun platoon of a company ordered to physically pursue the enemy is generally the same as the employment during an uncovered approach march.

c. Mopping up.—The machine gun platoon will not normally take part in the mopping up. Rather than aid in mopping up operations, the machine guns will normally be providing protection against counterattack.

SECTION VI

THE RIFLE COMPANY IN OFFENSIVE COMBAT

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10–34 GENERAL.—When the company undertakes offensive action as part of a larger force acting independently, it will normally use all of the four phases of offensive combat.

10–35 CONTROL.—The company commander controls his company by direct, oral, or written orders sent by messengers or other available communications means, or by assignment of objectives (ch. 9, Basic Combat Techniques).

10–36 MOVEMENT TO CONTACT PHASE.—*a.* The steps of the movement to contact phase discussed in paragraph 10–9 apply to the rifle company. The contact remote and contact imminent steps discussed in this section are additional observations which must be considered by the company commander.

b. Contact remote.—During the contact remote phase of movement to contact, administrative considerations govern. Movement is made, therefore, in route column.

c. Contact imminent.—(1) *Company as part of the main body.*—When contact with the enemy is imminent tactical considerations govern. An approach march formation is, therefore, used. The extent of deployment and the degree of security will depend on the probability of contact. Forward companies must be in formations suitable for immediate combat. A rifle company, moving as part of the main body of a larger force, keeps tactical unity except for the flank security it may send out. It usually marches in a column of twos, one file on each side of a road or trail. The lead company maintains the prescribed rate of march. Company commanders place themselves within their company formations wherever their presence is most necessary. The approach march ends upon arrival in the assembly area or attack position, or when forced into the attack phase while on the march.

(2) *Company as the support of an advance guard battalion.*—(*a*) The mission, in this case, is to prevent unnecessary delay in the advance of and to protect the battalion from frontal enemy surprise or ground action. Elements of the company most likely to come into contact with the enemy—the foremost elements—are deployed to the greatest extent. The support marches in three groups ahead of the advance guard reserve (the remainder of the advance guard battalion). These groups from rear to front are, the support, the advance party, and the point. The support (company) commander sends forward an advance party, normally a platoon. The advance party sends forward a point, usually a squad. Distances between elements of the support depend upon the enemy situation, terrain, and visibility. They should be great enough to allow each element to deploy without serious interference from the enemy when contact is made, but should not be so great that each element cannot rapidly assist the element to its front.

(*b*) *Support.*—The support usually consists of a reinforced rifle company less the platoon sent forward as the advance party and any flank security sent out. Contact with the advance party is maintained by connecting files sent forward from the support. The support usually marches in two single-file columns, one on each side of the road with approximately 2 paces between men. The support commander marches wherever his presence is required, usually at the head of the support.

(*c*) *Advance party and point.*—The advance party consists of one rifle platoon, reinforced,

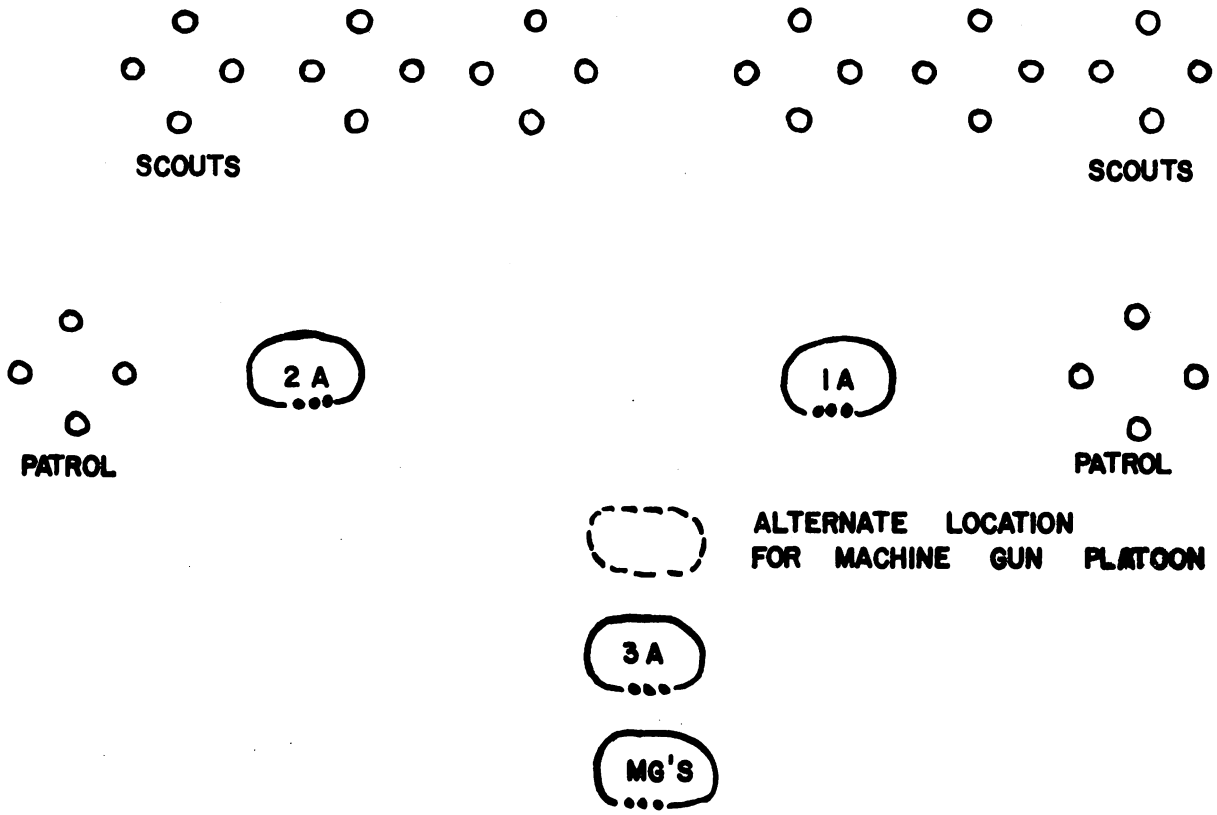

FIGURE 17.—Leading company in approach march.

less one squad sent forward as the point. It may be reinforced with attached weapons, and forward observers. The point, which is the leading element of the advance guard, marches in two single-file columns with at least 10 paces between men. A fire team from the point may be sent 50–100 yards forward to investigate suspicious areas along the march route.

(3) *Action of the support.*—(*a*) *Conduct.*—Unless otherwise ordered, the support company attacks without hesitation to drive off the enemy or envelop his position. The point deploys and attacks the resistance immediately. Whenever possible, the advance party and support attack by a quick envelopment rather than by frontal attack. If the enemy withdraws or is destroyed without requiring the advance guard reserve to fight, the support company promptly resumes its advance.

(*b*) *Security.*—The commander of each element of the support company is always responsible for the close-in security of his command. Frontal and flank security is provided, both during the march and halt. Terrain features which could permit enemy observation or provide concealment for enemy units are continually investigated.

(4) *Advance and flank guard.*—When a battalion conducts an independent march, the battalion commander usually designates one rifle company as the advance or flank guard company. The mission, formation, and operation of this advance or flank guard company resemble those of a rifle company designated as the support of an advance guard battalion.

d. Assembly areas and attack positions.—(1) The definition and desirable characteristics of an assembly area and attack position are outlined in paragraph 10–15*c*(3) and paragraph 10–15*i*.

(2) *Assembly area.*—The battalion commander assigns the company an assembly area within the battalion area. The company commander similarly assigns platoon assembly areas. To avoid confusion and to prevent delaying other units, the company commander designates a noncommissioned officer to accompany the battalion quartering party. The noncom-

missioned officer is responsible for suballoting the area to platoons and posting guides to lead them to their respective areas.

(3) *Attack positions.*—Within the company attack position are the assault platoon attack positions and the reserve platoon location. Based on the plan of attack and the terrain the company is assigned an attack position by the battalion commander. The selection of both company and platoon attack positions is based on the expected use of the unit; its selection aids the unit movement to the line of departure. The primary activity here is the assumption of the initial attack formation.

e. Night movement.—At night, the company commander takes special measures to insure march discipline, maintain contact, and provide security. Special attention is given to the avoidance of lights and noise. Units are kept well closed up. Distances are greatly reduced (ch. 11).

10–37 ATTACK PHASE.—*a. Preparations for the attack.*—(1) Normally, while the company is preparing for the attack, the company commander joins the battalion commander to receive the attack order. The battalion order indicates whether a company is initially in the assault or in reserve, and allots the supporting and attached units. If the company is in the attack, it is given a zone of action which is defined by a definite terrain objective, the flanks of its frontage (200 to 500 yards), the direction of attack, and the line of departure. It is made cognizant of all supporting fire information available.

(2) *Troop leading steps prior to attack.*—(*a*) After receiving the battalion order, the company commander decides what preparations are to be made, what he will do personally, and what he will delegate to others. The company commander's actions generally follow this sequence: confer with adjacent and supporting unit commanders; plan his reconnaissance; select a vantage point, then send a messenger for his subordinate unit leaders; make a reconnaissance; formulate a method of attack; give the order; and supervise the execution of the order.

(3) The company commander confers with adjacent and supporting unit commanders prior to leaving the place where the battalion order was issued. Tentative information relative to maintaining contact and adjacent units' plans of attack are discussed. The company commander arrives at his firm plan of attack after making a physical reconnaissance of the area. During his reconnaissance, he makes an estimate of the situation which includes a terrain analysis (par. 10–12). After he decides how he will attack, the company commander immediately issues his order to his platoon commanders. In order to give his platoon commanders, section and squad leaders time to make their own plans, he should immediately inform them of tentative decisions he has made prior to the scheduled time for the issuance of the company attack order.

b. Method of attack.—(1) *Objectives.*—The battalion attack order usually directs the capture of a terrain objective or a series of terrain objectives. The company order, as a means of coordinating the efforts of the company, normally assigns only one objective to the attack platoon or platoons. Fragmentary orders are later issued for successive objectives.

(2) *Scheme of maneuver.*—The cover and concealment provided by irregularities of the terrain are seldom uniform in all parts of the company zone of action (fig. 6). The hostile position is usually occupied irregularly because of the terrain. Since the enemy's observation and fields of fire are weaker in broken terrain, the company commander plans to concentrate his efforts on advancing part of his attacking elements through that terrain in the company zone which gives the best concealment and cover.

(3) *Formations.*—The formation used for the attack is governed by the mission of the company, the width of the zone of action, the reinforcements and supporting fires, the terrain, the knowledge of enemy locations, and the need for security (fig. 18).

(4) *Line of departure.*—The battalion order designates a line of departure from which the company launches its attack. Its purpose is to coordinate the advance of the assault echelon so its elements will strike the enemy in the order and at the time desired. This line should be approximately perpendicular to the direction of attack and easily recognized on the ground. It should be controlled by friendly forces.

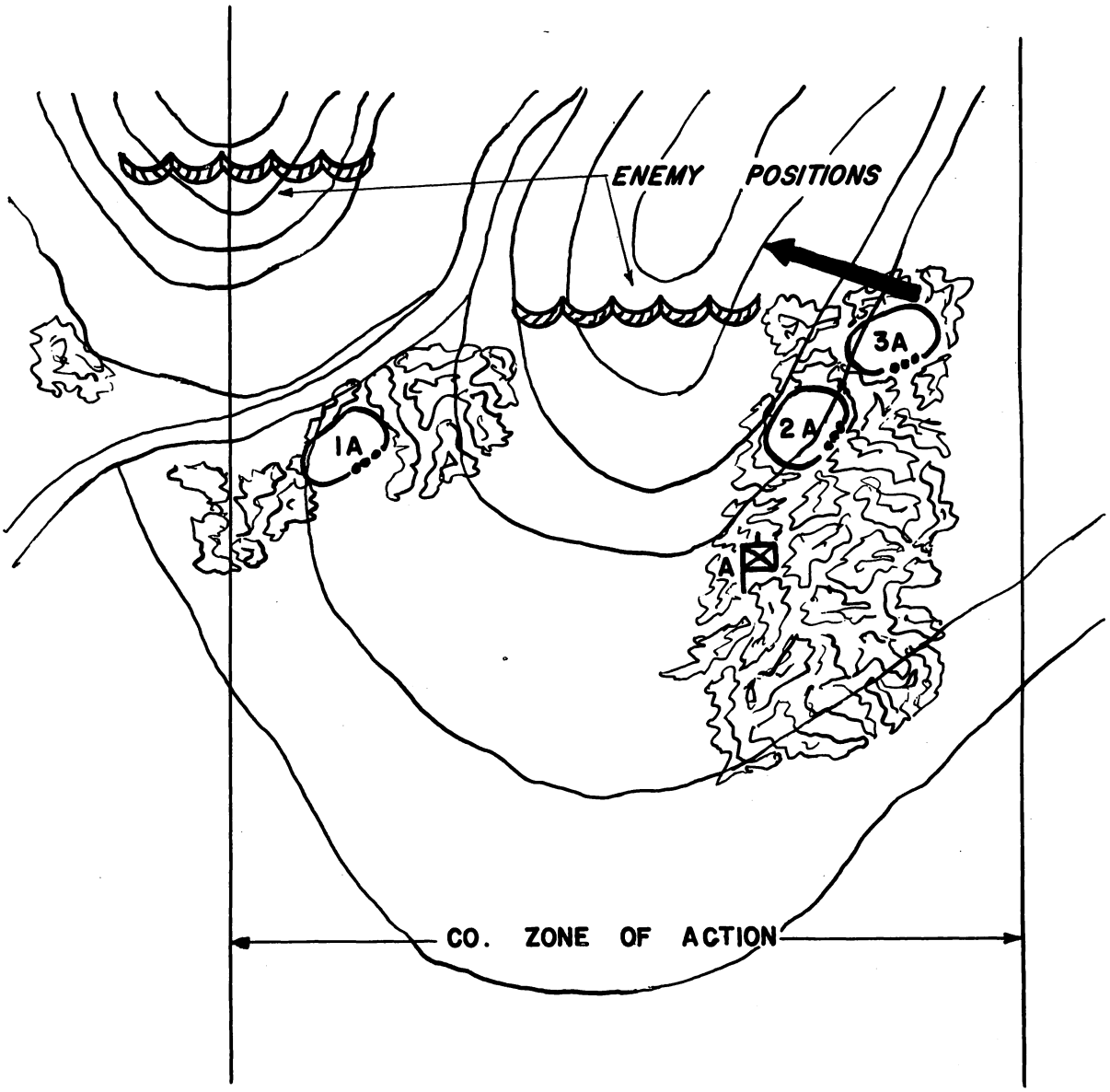

FIGURE 18.—Platoon of a company attacking enemy flanks and rear, using a covered and concealed avenue of approach.

Occasionally the line of departure is difficult to locate on the ground, or it cannot be reached without exposing the assault echelon to observation and fire. In this event the company commander has each platoon start its attack from a suitable position in rear of the line selected by the battalion commander; a company time of attack is prescribed so the leading elements will cross the battalion line at the time set in the battalion order.

(5) *Zone of action.*—(*a*) The battalion commander ordinarily does not designate boundaries between companies. An interior company usually remains within the battalion boundaries and within the zone of action assigned by the battalion commander. An interior company is normally assigned a zone of action from 200 to 500 yards in width.

(*b*) Each rifle platoon in the attacking echelon is given a definite zone of action. The zone of action is indicated by giving the platoon a particular section of the line of departure or an area from which to start its attack, a direction of attack, and a definite terrain objective. If

desired, the width of the zone may be indicated by directing the platoon to attack on a frontage indicated in yards.

(6) *Reserve.*—The company commander may hold out a reserve for later use in repelling counterattacks, for exploiting the success of attacking platoons, for assuming the mission of either of the attacking platoons, or for striking the final blow necessary to capture an objective. It must be of sufficient strength to accomplish its intended missions (fig. 19).

(7) *Supporting fires.*—For a discussion of supporting fires available to rifle company commanders see paragraph 10–10*b*.

(8) *Time of attack.*—The time of attack is given in the battalion order. The company commander allows time for the movement of his company to its attack positions. He also allows time for reconnaissance, the preparation of plans and the issuance of orders by himself and his unit leaders.

(9) *Orders.*—The company commander gives his attack order to his assembled platoon commanders and the leaders of attached units. Whenever practicable, the order is given at a point from which important terrain can be pointed out. Maps, aerial photographs, and sketches may be furnished. For the form of a

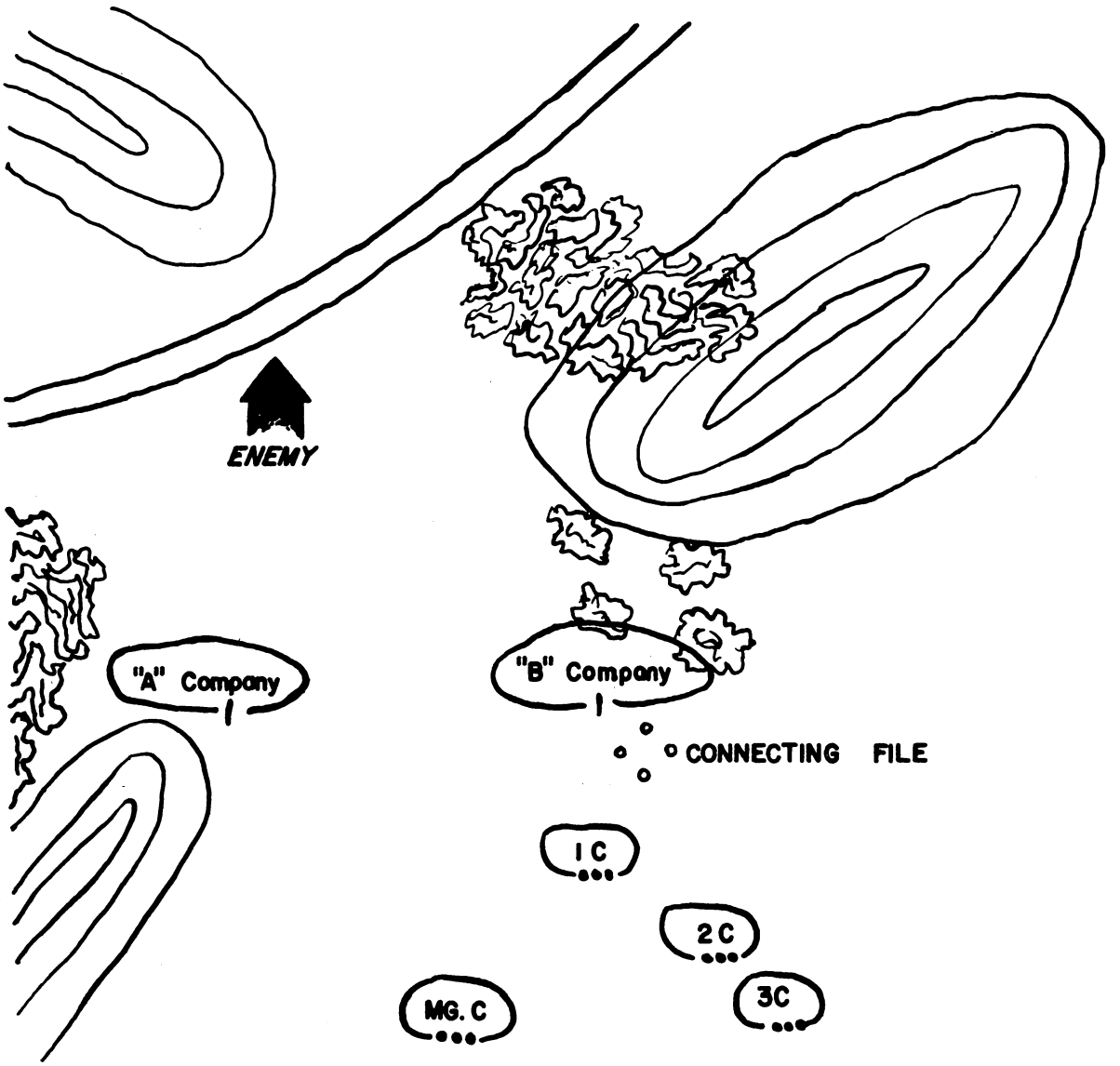

FIGURE 19.—Reserve company with platoons echeloned to protect right flank against possible attack. Contact with leading company maintained by connecting file.

company attack order, see section VIII, chapter 9.

(c) *Attack.*—(1) *Conduct of the attack.*—The movement from the attack position to the line of departure is in a deployed formation which permits the leading elements of the company to use maximum cover and concealment. The attacking platoons cross the line of departure at the time set for the attack, using the cover and concealment provided by the terrain and the protection given by supporting fires.

(2) *Control.*—Once the attack is launched, the company commander influences the action by supervising the attacking platoons, by using all available supporting fires, and by using the reserve at the proper time and place. To plan ahead and act at the proper time, he keeps constantly informed of the situation on his front and flanks. Throughout the attack he closely coordinates the movements of his rifle platoons and the fires of supporting weapons. He pushes the attack rapidly to save time and casualties.

(3) *Assault.*—When the assault echelon progresses as close to the enemy position as it can without masking its supporting fires (assault position), the fires are lifted by the assault unit commander. The assault troops then close rapidly and aggressively, using assault fire. Supporting weapons cover the assault by firing on adjacent and rearward hostile elements. The assault is pushed through the depth of the objective without allowing the enemy an opportunity to reorganize or man his defense. The company commander uses every means at his disposal to press the attack aggressively forward. He exploits every advantage gained without delay. Pursuit by fire is then begun. Riflemen continue to fire on the enemy as long as he offers profitable targets.

10–38 CONSOLIDATION PHASE.—*a. Hasty assumption of the defense.* The defender will normally attempt a counterattack during the period of confusion following the assault. The defense is hastily assumed in preparation against this. There is little or no time for reconnaissance. First priority is given to posting local security and establishing positions to repel counterattacks. Reserves and supporting weapons are moved if necessary to assist in the defense of the objective.

b. Reorganization.—Under the cover of the hastily assumed defense, the company reorganizes. This is done as quickly as possible and consists of the following measures:

(1) Redistribution of ammunition to platoons.

(2) Informing battalion of the exact situation.

(3) Reallocation of personnel.

On intermediate objectives, reorganization may be less thorough and possibly unnecessary. The object of these three steps is to secure the objective and continue the attack with minimum delay. Completion of the reorganization should find the unit regrouped into an effective fighting team.

10–39 EXPLOITATION PHASE.—*a. Continuation of the attack.*—The attack is resumed on the orders of the higher command as quickly as is consistent with the situation.

b. Physical pursuit.—After the objective is overrun by assault, the company pursues the enemy by fire. Physical pursuit is not undertaken unless ordered by the battalion commander. If ordered, physical pursuit must be characterized by boldness and rapidity of action. For this reason, a commander may commit his reserve to conduct the pursuit.

c. Mopping up.—The company may be assigned the mission of mopping up an area partially cleared by a preceding company. For a discussion of mopping up operations see paragraph 10–18*c*.

10–40 RESERVE COMPANY.—*a. Movement to initial position.*—(1) The battalion order, initially prescribes the location of the reserve company. It should give instructions concerning later movements, flank protection, preparations of plans to meet various contingencies, and maintenance of contact with adjacent units.

(2) After receiving the order, the reserve company commander considers likely avenues of advance from the assembly area to the initial reserve position. The actual selection of this route is made only after a reconnaissance, preferably by the company commander. A route should be chosen which does not disclose

the location or movement of the reserve to the enemy.

(3) Having completed his reconnaissance, the company commander issues his order. He emphasizes the following points:

(*a*) Necessary information of the enemy and friendly troops.

(*b*) The battalion plan of attack.

(*c*) Instruction for movement to initial reserve position, including occupation and security.

(4) If the company at any time should be located so far to the rear of the attack companies that it cannot effectively support them in case of hostile counterattacks, the company commander reports the situation to the battalion commander and requests instructions. He should recommend a suitable new position.

b. Planning possible missions.—(1) A duty of the reserve company commander is to plan for any contingency which may require action by his unit. Plans should be as detailed as practicable. They should be completed prior to the time the situation they are designed to meet can reasonably occur. They are submitted to the battalion commander for approval. All subordinate leaders should be informed of the details of these plans. Estimates are made as to the time necessary to put each plan into effect. The reserve company may be ordered to carry out one or more of the following missions:

(*a*) To envelop points of resistance located by the attacking echelon, frequently by maneuver through the zone of adjacent units.

(*b*) To protect the flanks of leading companies.

(*c*) To repel counterattacks.

(*d*) To mop up bypassed positions.

(*e*) To take over the role of all or part of the attacking echelon (relieve or reinforce).

(*f*) To provide contact with adjacent units.

(*g*) To provide protection against mechanized, airborne, and amphibious attacks.

(2) When the reserve company is assigned the mission of maintaining contact with adjacent units, the company commander may dispose his platoons on the left and right boundaries of the battalion zone of action. The platoons on the flanks send out connecting groups to gain contact with the adjacent units. Their strength should be appropriate to the terrain in which they must work. Connecting groups should be sent out early enough so contact with adjacent units is made before the attack starts. The connecting groups report contacts made directly to the battalion command post. All personnel should be informed of the location of the initial and probable future locations of the battalion command post.

c. Reconnaissance and liaison.—It is imperative that the company commander of the reserve company be prepared to execute promptly any of the previously mentioned missions. In order to keep constantly abreast of the situation, his post is normally in the battalion command post. Otherwise, he may keep properly briefed by the following means:

(1) Personal reconnaissance and observation.

(2) Remaining with the battalion commander or detailing officers to do so.

(3) Messenger communication with the battalion command post.

d. Action when committed.—When the reserve company is committed to action, it operates in the same manner as a rifle company in the attack.

SECTION VII

THE NAVAL LANDING PARTY BATTALION IN OFFENSIVE COMBAT

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10–41 GENERAL.—When the battalion undertakes offensive action, it will normally go through all or most of the four phases in offensive combat.

10–42 CONTROL.—The battalion commander controls the action of his companies by direct orders, by oral or written orders sent by messengers, by assignment of objectives, or by communication means available (ch. 9, Basic Combat Techniques).

10–43 MOVEMENT TO CONTACT PHASE.—*a.* The steps of the movement to contact phase for the landing party battalion are similar to those outlined in previous sections for subordinate units. For a general discussion see paragraph 10–9.

b. The commander's estimate of the situation is the basis for all decisions relative to the imminence of direct enemy ground action and to the security measures to be taken. By the use of communication and reconnaissance facilities, the commander obtains timely information of the enemy forces in the area. Based on this information, the commander adjusts his formation and tactical groupings to insure adequate security while retaining adequate mobility, flexibility, and control. Each commander organizes and controls his march in accordance with his estimate as to whether enemy contact is remote or imminent.

c. Security.—Security embraces all measures taken by the battalion to protect itself against annoyance, surprise, or observation by the enemy. Prompt and reliable information enables the commander to estimate the situation and provide security to his front, flanks, rear, and from enemy air and mechanized attacks. The battalion commander is responsible for the security of his unit at all times. He must ensure that necessary active and passive defense measures are taken by the battalion and subordinate units.

10–44 ATTACK PHASE.—*a. Preparations for the attack.*—(1) *Troop leading steps prior to the attack.*—The battalion commander analyzes his mission, makes a map study, and formulates a tentative plan of maneuver. He coordinates with, or arranges for future coordination with, representatives of other units. He arranges for any necessary movement of his battalion. He designates the time and place of issue of the battalion order and the personnel to be present. He directs the reconnaissance to be made by his staff and conducts his personal reconnaissance. Having completed his estimate of the situation for the assigned mission, the battalion commander decides upon his plan of attack and upon specific tasks for his subordinate units. He then prepares to issue his attack order. His order should be issued in ample time to allow his subordinate unit commanders to follow the same steps in their troop leading.

(2) *Reconnaissance.*—When reconnaissance agencies, which normally contribute information to the battalion, are not available, the battalion commander organizes his own reconnaissance. Reconnaissance must be continuous, timely, coordinated, and progressive. Whenever possible, the battalion commander supplements available information by his own personal reconnaissance and by that of his staff.

(3) *Assembly areas and attack positions.*—See paragraph 10–15.

(4) *Plan of attack.*—The plan of attack consists of two main parts, the plan of maneuver and the plan of supporting fires. In addition, it includes administrative details of supply, evacuation, communications, and a tentative

plan for the consolidation and defense of the objective.

(5) *Plan of maneuver.*—The battalion commander's plan of maneuver is his plan for using the rifle companies to accomplish his mission. It includes selection of company objectives, specific missions to rifle companies, direction of attack, zones of action, line of departure, time of attack, and security measures.

(6) *Plan of supporting fires.*—The plan of supporting fires is based on the plan of maneuver. The amount of available supporting fires will seldom be sufficient to neutralize simultaneously all opposition. The greatest portion of the available fire support is directed initially against the targets most likely to endanger the attack.

(7) The battalion commander decides how to accomplish his mission with maximum teamwork between the maneuvering and supporting elements. He designs his plan of attack to give maximum support to his rifle companies so they will arrive on the objective with minimum loss of effectiveness.

b. Attack.—(1) *Battalion commander in the attack.*—During the attack, the battalion commander places himself where he can best control his battalion. He influences the action by shifting his organic and supporting fires, by employing his reserve, and by being present in the critical area. He arranges for mutual assistance between his attack companies and for cooperative action between them and adjacent units. He requests and coordinates supporting arms.

(2) *Flexibility.*—An attack seldom progresses exactly as planned. The battalion commander carries out his plan vigorously, but he does not hesitate to change it to meet unexpected developments in the situation. He is alert to exploit favorable developments and to overcome unforeseen obstacles. He gives his attacking echelon all the assistance at his command. If enemy resistance blocks his efforts to advance in any portion of his zone, he shifts the weight of his attack to another part of his front where hostile weakness has been discovered. Units which are stopped are given only enough support to prevent excessive casualties and to hold the enemy.

(3) *Assault echelon.*—The battalion commander shifts supporting fires from one portion of his zone to another as the situation demands. He may direct a more advanced rifle company to assist an adjacent company by fire and flanking action. He does not, however, stop or delay the advance of a company which has advanced beyond the units on its flanks merely to preserve a general alinement, or to adhere rigidly to his plan of attack. Elements of the battalion maintain no set formation with respect to each other during an attack. Each assault company proceeds according to its own approved plan of maneuver. The reserve company, supporting elements, and command post displace forward to successive positions as the attack progresses (fig. 20).

10–45 CONSOLIDATION PHASE.—The battalion commander, in formulating his plan of attack, makes tentative plans for the consolidation of each objective. Upon capture of the final objective, he provides for maintaining contact with the enemy, notifies the higher commander and reorganizes. On consolidating the objective, small security groups, strong in automatic weapons, are immediately placed forward of the objective to block counterattacks. Patrols are sent out to maintain contact with the enemy and to determine the extent of his withdrawal.

10–46 EXPLOITATION PHASE.—A battalion pursuit beyond the final objective is initiated only upon order of a higher commander. When ordered to pursue, the battalion takes up the advance in a formation which provides maximum speed consistent with adequate security. When contact with the enemy has been lost, the battalion acts as a leading battalion in an uncovered movement to contact. In both cases the commander's oral order is usually brief and fragmentary. It gives mission, line of departure, direction of advance, and objectives in continuation of the attack. When the battalion reserve is intact, at the time a pursuit is ordered, it may be used to begin the pursuit. In this case a new reserve is constituted. During a pursuit, the reserve is promptly

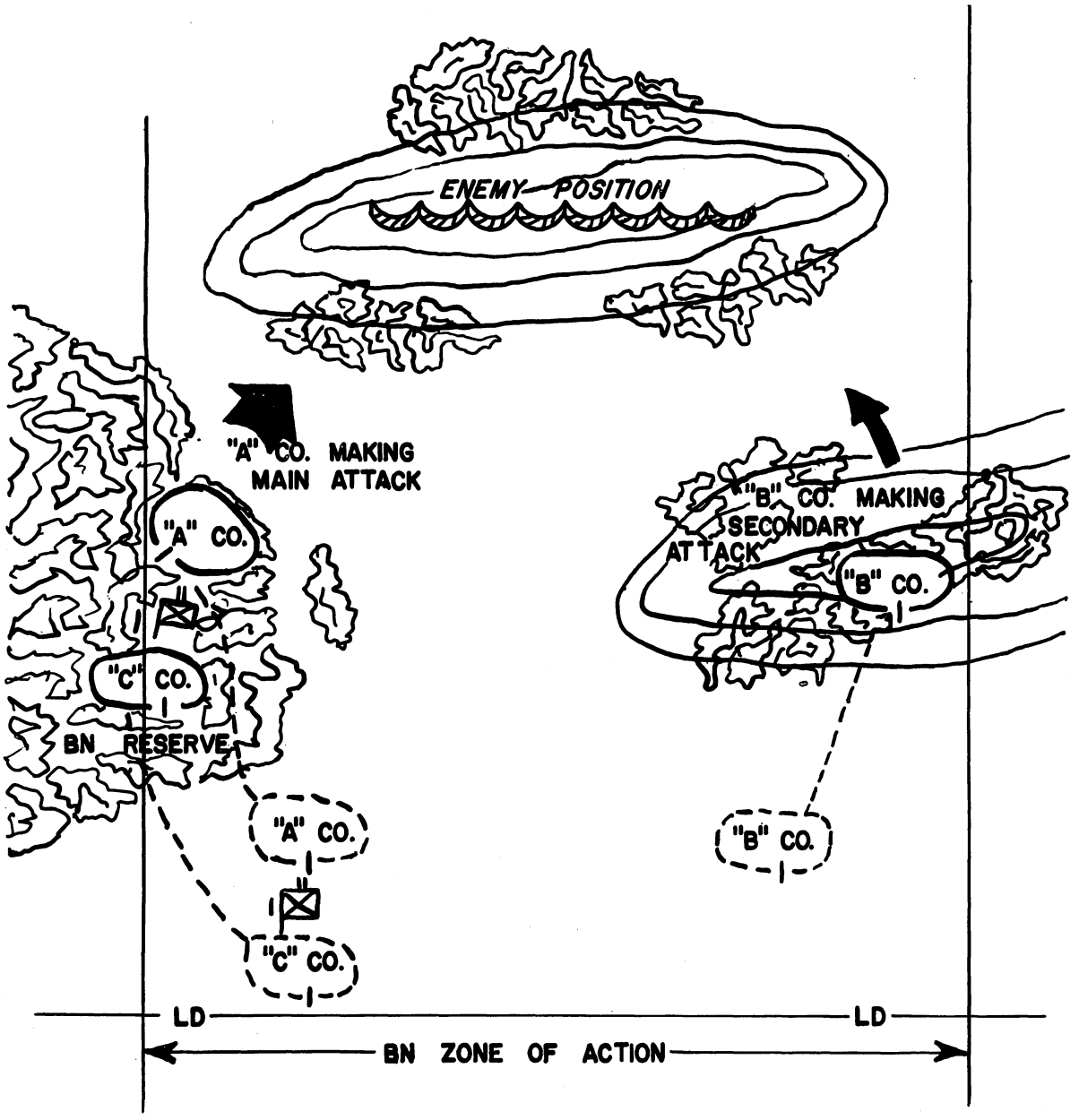

FIGURE 20.—Battalion in the attack.

committed whenever necessary to prevent the enemy from making a stand. Pursuit is pushed to the limit of endurance. No opportunity is given the enemy to reorganize his forces or to reconstitute his defense. Because of the urgency of pursuit, the time for preparation is reduced to a minimum and opportunities for daylight reconnaissance may be lacking.

SECTION VIII

DEFENSIVE COMBAT, GENERAL

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10–47 PURPOSE.—Defensive combat has two general purposes:

a. The first is to gain time while awaiting more favorable conditions for beginning or continuing the offense. The commander could be waiting for reinforcements. He may have been placed in the defense by a relative inferiority of combat power, or he could have deliberately assumed the defense as part of a plan to win the battle by counteroffensive action. Political and strategic considerations may also dictate a defense.

b. The second is to economize forces in one area so the principle of mass may be applied to a decisive offensive action elsewhere.

10–48 ADVANTAGES AND DISADVANTAGES.—*a. Advantages.*—The defending force usually possesses, or can gain, the following advantages:

(1) Terrain favorable for the defense.

(2) Better control and coordination of effort.

(3) Maximum effective use of fire power through careful organization of the defense.

(4) Added protection by use of field fortifications.

(5) The above advantages allow fewer personnel and materiel losses to the defender.

b. Disadvantages.—The following disadvantages often counterbalance the advantages of the defending force:

(1) The attacker has the initiative. He can decide when, how, and in what exact spot the attack will occur.

(2) As a result of (1) the defender must spread his forces to defend all possible avenues of enemy attack. The attacker can mass his forces at one decisive point.

10–49 DEFENSIVE TACTICS.—*a. Mission.*—The mission in the defense may be to deny a vital area to the enemy, to contain an enemy force, or to disorganize and inflict maximum casualties upon the enemy as preparation for offensive action. The defense may be imposed by the situation, directed by higher authority, or voluntarily assumed.

b. Implementation.—The mission is accomplished by organization of the battle position; the use of reserves to limit penetrations and to counterattack; and the use of security forces to gain enemy information, to delay, disorganize and deceive the enemy.

c. Fundamentals of the defense.—(1) *Proper utilization of the terrain.*—Terrain normally favors the defender since he selects the ground where the battle will be fought. The natural defensive strength of the position bears directly on the distribution of the forces within it, both as to frontage and to depth. Field fortifications and barriers are employed to improve the natural defensive strength of the terrain. The points considered in terrain analysis are discussed in paragraph 10–52*c*.

(2) *Security.*—Security is especially important in the defense. It tends to offset the attacker's inherent advantage of initiative as to the time, place, plan, direction, strength, and composition of attack.

(3) *Mutual support.*—Mutual support is desirable in order to increase the solidity of the defensive position, to prevent piecemeal defeat, and to prevent or limit infiltration. Tactical localities are selected in which the greatest mutual support can be achieved.

(4) *All-around defense.*—Although primarily concerned with the front, all-around defense enables the defender to meet an enemy attack from any direction. It defeats his ability to

surprise the defender with an unexpected attack.

(5) *Defense in depth.*—Defense in depth is essential in preventing the enemy from exploiting a penetration.

(6) *Coordinated fire plan.*—Coordinated fires are the principal means of defeating an enemy attack in front of the defensive position. Fire plans provide for bringing the enemy under fire as early as practicable, increasing the fire he receives as he approaches the defensive position, and supporting the counterattack to eject or destroy him if he effects a penetration. It includes antitank fire plans.

(7) *Coordinated barrier plan.*—The natural features of the terrain are supplemented by a planned barrier system. It includes minefields, other artificial obstacles, and whatever chemical, biological, and radiological agents are authorized. The plan includes antitank barriers. All echelons and adjacent units coordinate their plans.

(8) *Flexibility.*—The defender must retain the highest degree of flexibility in order to rapidly shift forces in the defense and retain a reserve capable of counteroffensive action at the decisive moment.

10-50 TYPES OF DEFENSE.—*a. General.*—There are two basic types of defense: the position defense and the mobile defense. The main difference is the use of the bulk of the defending forces. In the position defense, the bulk is placed in selected tactical localities. Reliance is placed on their ability to hold the positions and control the ground between them. The reserve is used to add depth, to block, and to restore penetrated positions by counterattack. In the mobile defense, the bulk of the force is held as a mobile striking force. The remainder of the force mans the forward defensive positions which may consist of islands of resistance, strong points, observation posts, or any combination thereof. The forward defensive positions may or may not be mutually supporting. The mobile force is used to counterattack and destroy the enemy at the most favorable tactical locality and time.

b. Selection of type.—(1) The type of defense selected depends upon the mission of the defending force, the nature of the terrain, the composition, relative strength, and combat power of the opposing force. The air situation as it affects the employment of reserves, the season of the year, and the availability of replacements and reserves from higher echelon also affect the choice.

(2) The position defense makes best use of closely integrated organization of the ground. Its adoption is favored when:

(*a*) Certain terrain must be held at all costs.

(*b*) The terrain restricts the enemy's maneuver room and offers natural defensive strength.

(*c*) Available friendly forces are predominately infantry with limited mobility.

(*d*) The terrain and relative air superiority limit the freedom of movement of the defender's reserves to the localities of probable employment.

(*e*) Adequate time to organize the position is available.

(*f*) Adequate reserves are available at higher echelon.

(3) The mobile defense exploits maximum mobile combat power in preference to organization of the ground. It is preferred when:

(*a*) The mission permits the battle to be fought in sufficient depth.

(*b*) Terrain facilitates maneuver by the defender.

(*c*) Mobility of the defending force is superior to that of the attacker.

(*d*) The air situation permits relative freedom of movement by the defender.

(*e*) Adequate time is not available to organize a position defense.

(*f*) Reserves available at higher echelon are limited.

(4) Because of the probable type of mission, and the limited equipment normally available to a naval landing party battalion, the adoption of a mobile type defense will seldom be feasible. The remainder of this chapter will therefore stress the position defense.

c. The position defense.—(1) The ideal position defense exploits the idea of mutual fire support throughout the width and depth of the defensive area. It is built around a series of organized and occupied tactical localities. Such localities are selected for the observation they offer and their natural defensive strength. Their individual retention insures the invulner-

ability of the entire position. The battle position consists of a number of mutually supporting defense areas disposed irregularly in width and depth. Each is organized for all-around defense with trenches, obstacles, foxholes, and emplacements. Tactical unity is maintained in each defensive area. The majority of available firepower is deployed forward. A reserve—usually a third of the force—is held out initially. The reserve's purpose is to counterattack, to occupy blocking positions in depth or on the flank, or to replace the garrisons of the defended positions. At echelons below battalion an additional and important purpose is to support by fire the units on the main line of resistance. The concept of the position defense is to destroy the enemy by fire in front of the battle position, absorb the strength of his attack within the position, and destroy him by counterattack.

(2) *Variations of the defense.*—Ideal conditions allow the maximum application of all fundamentals (par. 10–49*c*) of the defense. Such conditions, however, rarely exist. The adoption of a variation which deletes or limits one or more of the fundamentals is therefore usually necessary.

(*a*) When the assigned frontage is too wide to permit the maximum use of all fundamentals, the commander must decide which are to be sacrificed. Conditions may dictate the retention of a strong reserve to increase flexibility. In such a case, the intervals between tactical localities must be increased. Mutual support is thereby reduced. Conditions may demand maximum initial firepower forward. To bring this about, the number of tactical localities must be increased at the expense of the reserve. This will increase mutual support at the expense of flexibility and depth.

(*b*) The number of variations available to the commander are limited only by his ingenuity, the size of the available force, and the existence of supporting weapons. Stereotyped positions should be avoided. Variations may encompass subvariations between a single line of defense organized to achieve maximum initial firepower forward; a series of lines designed to provide both strength and deception; and a series of tactical localities, organized in width and depth, which force the attacker to expend his momentum.

10–51 TYPES OF POSITIONS.—*a. Positions classified according to mission.*—(1) *Primary position.*—The firing position assigned a unit or individual weapon from which the most important mission can be best accomplished.

(2) *Alternate position.*—The firing position assigned a unit or individual weapon from which the same mission as that fired from the primary position can be fired. It is for use when the primary position becomes untenable.

(3) *Supplementary position.*—The firing position assigned a unit or individual weapon from which targets unable to be engaged from the primary or alternate positions can be fired upon.

b. Positions classified according to the ground.—(1) *Forward slope.*—Defensive positions located on forward (toward the enemy) slopes of elevations usually afford the best observation and fields of fire. They are located on the military crest—highest elevation from which most of the ground to the next low point can be observed—of the elevation or on the low ground forward of the elevation, depending on the available fields of fire.

(2) *Reverse slope.*—Defensive positions on the reverse (away from the enemy) slope usually offer the best cover and concealment. Such positions are located within 500 yards (maximum effective rifle range) of the topographical crest, but no closer than 100 yards.

(3) *Counterslope.*—Defensive positions, used in conjunction with a reverse slope defense, located on the forward slope of the next elevation to the rear. Such positions are normally used by the reserve of a unit in reverse slope defense.

10–52 SELECTION OF POSITIONS.—*a.* The first criterion in the selection of a position is whether or not the mission can be accomplished and future operations facilitated. This may require the defense to be set up on terrain which does not best suit the composition and capabilities of the defender. Seldom will a position be found which satisfies all requirements. The position, and the force within it, must be such that the enemy must attack it; he cannot bypass it without serious threat to his flank or rear.

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b. Within the limitations of the mission, a position is selected which increases the defender's capabilities and decreases those of the enemy. Thus a defender with a relatively heavy armored capability will choose a position where armor can be utilized, and one opposed by an enemy with the heaviest armored capability will choose terrain suited for a good defense against it.

c. Terrain factors.—The defending commander seeks terrain with natural defensive strength. He selects positions which give him control or possession of as many as possible of the following terrain factors:

(1) Critical terrain.

(2) Avenues of approach.

(3) Observation and fields of fire over enemy avenues of approach.

(4) Natural obstacles which will impede the enemy's advance.

(5) Cover and concealment.

d. The most desirable of the above-mentioned factors are observation and fields of fire.

10–53 ORGANIZATION OF THE DEFENSE.—*a. General.*—Organization of the defense consists of three integrated efforts: organization of the ground, organization of fires, and tactical organization.

b. Organization of the ground.—(1) *General.*—After selecting his position, the commander further analyzes the terrain to determine the critical areas within it which must be denied the enemy. The ground is then organized to bring accurate fire on the enemy while avoiding his, and to hinder his movement while facilitating the defender's.

(2) *Priority of work.*—Measures for increasing the effectiveness of fire take precedence over field fortifications. Fields of fire are therefore cleared as the first step. Provisions for camouflage are continuously carried on during the organization of the ground. After fields of fire have been provided, the construction and improvement of individual cover, defensive works and obstacles, and routes of approach for supplies and reserves is undertaken, usually in that order.

(3) *Obstacles (barrier systems, minefields).*—The purpose of obstacles is to deny the enemy easy approaches into the position, to keep him under flanking, flat trajectory fire, and to canalize his attack into killing areas where the reserve can be used effectively. Wire entanglements are laid out so their outer edges can be covered by flanking fire. Other obstacles are coordinated with demolitions. All obstacles are covered by fire to hinder their removal and breaching. Obstacles should be concealed as much as possible to increase their surprise effect upon the enemy. Minefields are used to strengthen natural obstacles, cover likely avenues of enemy approach, and to protect exposed flanks. Barrier and denial plans are coordinated with adjacent units and must conform with like plans of superior echelons.

(4) *Defensive works.*—The construction of defensive works is limited only by the time and means available. Troops and weapons should have the best possible protection. Field fortifications are located to cover all avenues of enemy approach. They are protected by barbed wire. Adequate drainage must be considered in stabilized situations. Overhead cover for troops is provided by means of dugouts, concrete, log and dirt, or steel shelters, depending on the means and material available. Alternate and supplementary works are prepared in accordance with the established priority. Construction of such works never ceases. Continuous improvement is carried on as long as the position is occupied.

(5) *Communication routes and trenches.*—Routes of communication throughout the position are continuously improved to facilitate movement of supplies and troops. They are also built where necessary to ease the functions of observation and command. Such trenches must be located, insofar as possible, where they are concealed from the enemy and do not disclose the positions of combat emplacements.

(6) *Deception.*—Dummy works mislead the enemy and disperse his fire. Surprise may be achieved by substitution of real weapons in positions where dummy emplacements have been previously discovered.

c. Organization of fires.—(1) *Mission.*—The mission of organic weapons and available supporting weapons is to:

(*a*) Bring the enemy under effective fire as soon as possible.

(*b*) Subject the enemy to progressively heavier fire as he approaches the defensive position.

(*c*) Destroy the enemy by fire if he succeeds in penetrating the position.

(*d*) Support the counterattack.

(2) *The fire plan.*—The fire plan at any echelon consists of the coordination of fire available to that echelon with the fire plans of the subordinate echelons. Systematic flanking fire by front line automatic weapons, supplemented by the fires of available supporting arms, constitutes the basis for defensive dispositions. Thus, the fire plans of units on the main line of resistance are the basis of the entire fire plan.

(3) *Preparation of the fire support plan.*—The organic fire of any echelon is seldom as adequate as is desired. Deficiencies in fire are made up by support from the next higher echelon and/or available supporting weapons. In the defense, the barrier plan (including demolitions), location of defensive positions, counterattack plans, and the conduct of the defense are coordinated with the fire support plan to: anticipate the development of lucrative targets, exploit targets before they disperse, and expedite procedures to exploit fire support.

d. Tactical organization.—(1) *General.*—In the position defense there are three tactical groupings; the security forces, the holding garrison, and the reserve. The commander formulates his plans on the following principles: organization of the critical terrain, depth, mutual support, all-around defense, coordinated fire plan, anti-tank defense plan, and flexibility.

(2) *Security forces.*—Security forces in the landing party battalion usually consist of: local security sent out from companies on the main line of resistance; a combat outpost, located from 800 to 2,000 yards forward of the main line of resistance, manned by men from the reserve company; and local security, for the protection of rear and flanks, manned either by front line or reserve company personnel (ch. 8). The mission of the security forces is to gain information of the enemy; prevent surprise to the holding garrison; delay and disorganize the enemy, deceive the enemy concerning the location of the main line of resistance; and inflict casualties on the enemy. Security forces withdraw to the main line of resistance before the enemy can assault their positions.

(3) *Holding garrison.*—The holding garrison constitutes the strongest part of the defense. It mans the position on which the defender concentrates his main effort, the battle position. The battle position is composed of a number of subordinate positions, each organized for all-around defense and disposed in width and depth. Each of the subordinate positions are mutually supporting. The imaginary line which joins the most advanced portions of the battle position is known as the main line of resistance. Only portions of this line are actually manned by troops. The enemy is prevented from penetrating any portion of the main line of resistance by fire or hand-to-hand combat. The mission of the holding garrison is to stop the enemy by fire forward of the battle position (main line of resistance), to repel him by close combat if he reaches it, and to eject him by counterattack if he penetrates it. This is accomplished by locating weapons and assigning fire missions to:

(*a*) Support the withdrawal of security forces.

(*b*) Fire on targets of opportunity as the enemy approaches the main line of resistance.

(*c*) Insure the heaviest fires fall immediately forward of the main line of resistance. These fires should be mutually supporting, interlocking bands of grazing fire. They are known as final protective fires.

(*d*) Limit penetrations to the main line of resistance by fires from weapons placed in depth.

(*e*) Support the counterattack in case of enemy penetration.

(4) *The reserve.*—Reserve units organize defensive positions in depth behind the main line of resistance but within the battle position. Their primary missions are to support by fire and limit penetrations to the main line of resistance. Battalion reserves may be held mobile, in covered and concealed positions, ready to counterattack or occupy previously prepared positions when the need arises.

10–54 CONDUCT OF THE DEFENSE.—*a. General.*—In conducting the defense, the commander maintains the integrity of the battle position by an aggressive combination of fire, fighting in place, and counterattacking.

b. Sequence of defensive action.—(1) In the initial stages, particular importance is focused

on intelligence. The probable strength, composition, direction, and time of enemy attack must be known. Aggressive reconnaissance and observation, both by ground and air (if available), is therefore essential. Good reconnaissance permits the defender to maintain the maximum degree of initiative.

(2) As the situation develops, enemy troop concentrations, artillery, command installations, and supplies are taken under long range fire by all means available (air, naval gunfire). Supporting weapons of the defender must be well forward during this period.

(3) As the direction of the enemy attack becomes apparent, troops are shifted and emplaced to meet the threat. Enemy assembly areas are taken under fire by all available fire support means. As the enemy launches his attack, targets of opportunity are taken under fire. Finally, as the enemy nears the main line of resistance, he is taken under fire by all available defensive fires.

(4) In order to maintain continuity in the defense or to retain a sufficient reserve for a later decisive action, it may be desirable to withdraw on a portion of the front. Such action requires personal leadership by all commanders concerned, careful prior planning, and well trained troops. A unit entrusted with the defense of a tactical locality, however, never abandons it unless ordered to do so by higher authority.

(5) The defender, at every echelon, must take advantage of each opportunity to regain the initiative. Such an opportunity frequently occurs when an enemy attack is repulsed, immediately after his seizure of an objective but before his complete reorganization, or when an enemy force is already closely engaged elsewhere.

SECTION IX

FIELD FORTIFICATIONS AND CAMOUFLAGE

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10–55 GENERAL.—*a. Fortifications.*—(1) *Definition.*—Fortifications are entrenchments, emplacements, and obstacles constructed in the field to increase the natural defensive strength of the terrain.

(2) *Classes.*—(*a*) Field fortifications are those constructed quickly when in contact with the enemy or when contact is imminent. They consist generally of cleared fields of fire, foxholes for personnel, open weapons emplacements, hastily developed antitank and antipersonnel minefields, barbed wire entanglements, improved natural obstacles, observation posts, and camouflage.

(*b*) *Permanent fortifications.*—Permanent fortifications are those constructed when out of contact with the enemy or developed gradually from field fortifications. They include entrenchments, antitank and antipersonnel minefields coordinated with antitank obstacles, covered weapons emplacements, barbed wire entanglements, troop shelters with overhead cover, extensive communications systems, gasproof enclosures, and elaborate camouflage. Permanent fortifications are continually improved for months or years until they include blockhouses, casemates, and other elaborate covered and concealed positions.

b. Camouflage.—(1) *Definition.*—Camouflage is the act of or material used in disguising a place, object, or person to mislead or deceive the enemy.

(2) *Camouflage discipline.*—Camouflage discipline is the proper maintenance of all disguises set up to conceal military equipment and personnel.

10–56 FORTIFICATION TECHNIQUE.—*a. Clearing fields of fire.*—Suitable fields of fire are required in front of each entrenchment or emplacement (figs. 21 and 22). The following principles should be observed in clearing them:

(1) Do not disclose the position by excessive or careless clearing.

(2) In close defense areas, start near the main line of resistance and work forward at least 100 yards.

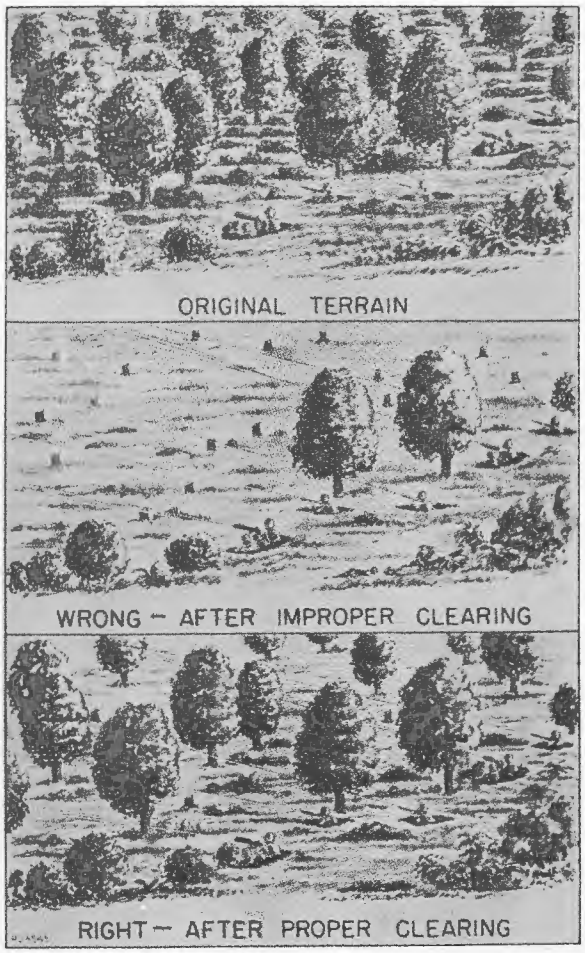

FIGURE 21.—Clearing fields of fire.

(3) Leave a thin, natural screen to hide defensive positions.

(4) In sparsely wooded areas, remove the lower branches of scattered, large trees.

(5) In heavy woods, complete clearing of fields of fire is neither possible nor desirable. Restrict the work to thinning undergrowth and removing lower branches of large trees. Clear narrow fire lanes for automatic weapons.

(6) Thin or remove thick brush. It is unsuitable as an obstacle and obstructs the field of fire.

(7) Demolish other obstructions such as buildings and walls only when they provide cover and concealment for the enemy.

(8) Carry cuttings and debris to places where it will not offer concealment to the enemy or disclose the defensive positions.

(9) Before beginning the work, make a careful estimate concerning how much clearing can be done in the available time.

b. Drainage.—Lack of proper drainage increases the maintenance work and hardships of the troops occupying the fortifications. When locating fortifications, low points and drainage lines should be avoided. Surface and rain water can usually be eliminated by deflecting it into ditches dug around the outside of fortifications.

c. Revetments.—A revetment is a retaining wall or facing which reinforces and prevents erosion of earth on a steep grade. When a position is to be occupied for more than a few days, all but the hardest packed ground must be reinforced to prevent crumbling of parapets and walls. Revetment can be accomplished with natural materials, such as brush and cut timber, or with sandbags.

10–57 ENTRENCHMENTS.—*a. General.*—Entrenchments are located in positions from which selected areas can be covered by fire. In addition they provide defending troops cover and concealment from air or ground observation and fire. The minimum requirements specified for entrenchments are met by one and two-man foxholes. Enemy confusion can be increased by the use of dummy entrenchments.

b. Foxholes.—(1) *General.*—Foxholes are individual entrenchments dug while in contact with the enemy or when enemy contact is imminent. They provide protection against small arms, shell fragments, bombing, and the crushing action of tanks. The one-man and two-man holes are basic types. The two-man hole is used when men must work in pairs, such as the two men required to operate a machine gun.

(2) *One-man foxhole.*—(*a*) *Dimensions.*—The

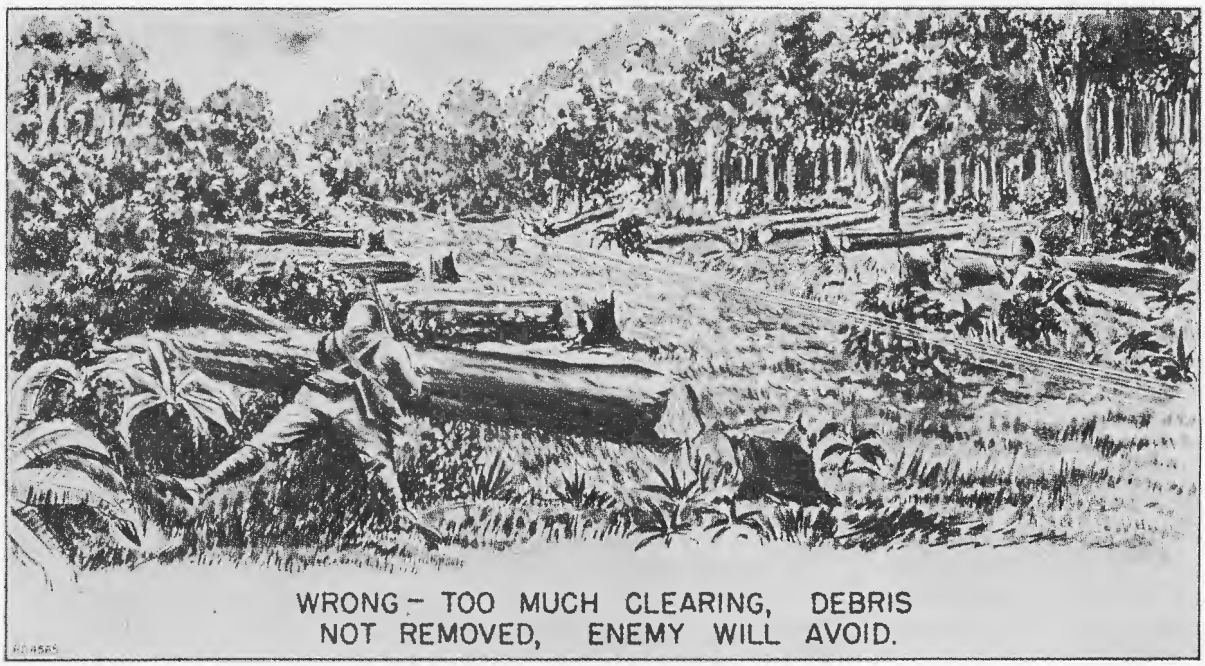

FIGURE 22.—Incorrect method of clearing fire lanes.

one-man foxhole should be as small as possible so the minimum target will be presented to the enemy; wide enough to accommodate the shoulders of a man sitting on the firestep; and long enough to permit the use of entrenching tools at the bottom. The depth, from the parapet to the firestep, should be at least four feet so a man standing on the firestep to fire will have most of his body protected. A sump should be dug at one end to catch rain water.

(*b*) *Details of construction.*—In most soil the foxhole protects the occupant from the crushing action of tanks, provided he crouches at least 2 feet below the surface. In very sandy or soft soil it will usually be necessary to revet the sides. The soil is piled around the sides to form a parapet. The parapet should be about 3 feet thick and 6 inches high. A berm or shelf, wide enough for the occupant to rest his elbow on while firing, is left between the parapet and the edge of the hole.

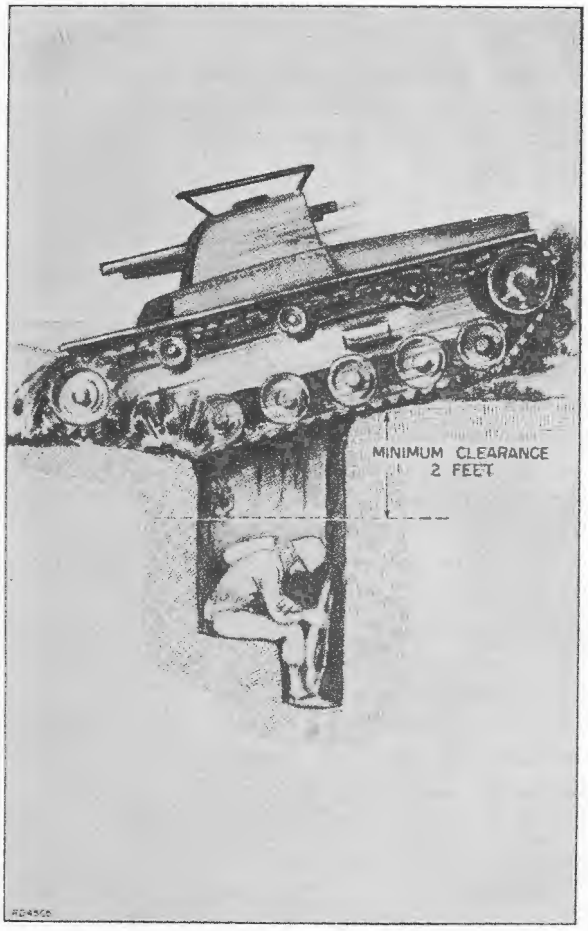

FIGURE 23.—One-man foxhole protection against crushing action of tanks.

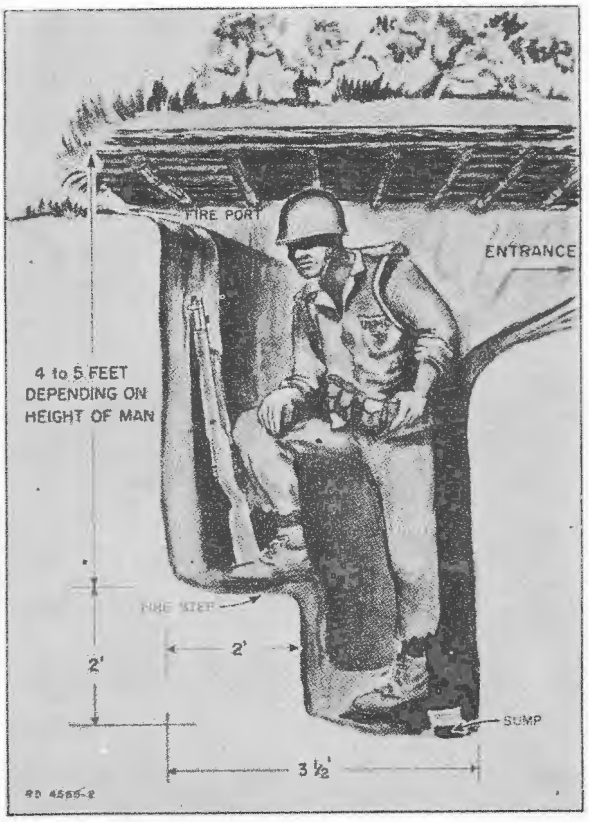

FIGURE 24.—One man foxhole with camouflage cover.

(*c*) *Foxhole with camouflage cover.*—At times it may be practical to remove the soil to an inconspicuous place and provide a camouflage cover for the foxhole. This is especially effective against enemy air observation when positions must be dug in open terrain.

(3) *Two-man foxhole.*—The two-man hole consists essentially of two one-man holes. Because it is longer than the other, it offers less protection against tanks crossing its long axis and against bombing, strafing, and shelling.

c. Trenches.—Communication and connecting trenches are dug between observation posts, command posts emplacements and foxholes when time permits. In digging continuous trenches, the commander must consider the excessive camouflage measures necessary to conceal his position. Normally only short trenches across open areas, to permit unexposed daylight movement will be sufficient.

d. Observation posts.—Both types of foxholes,

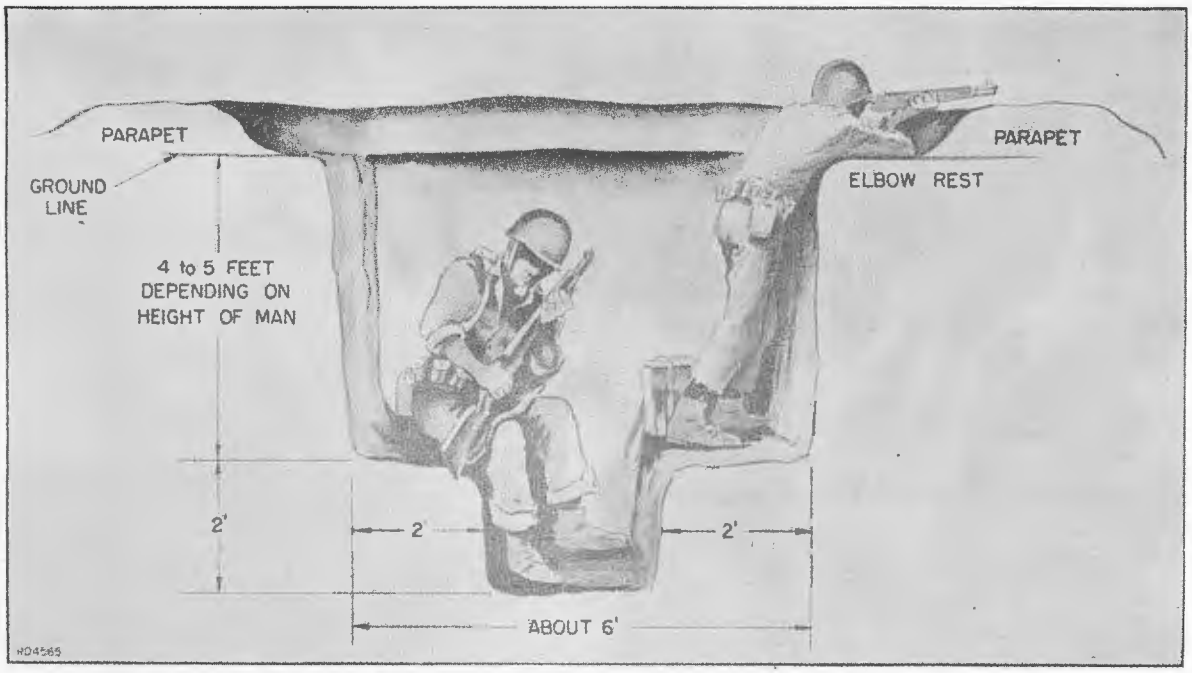

FIGURE 25.—Two-man foxhole.

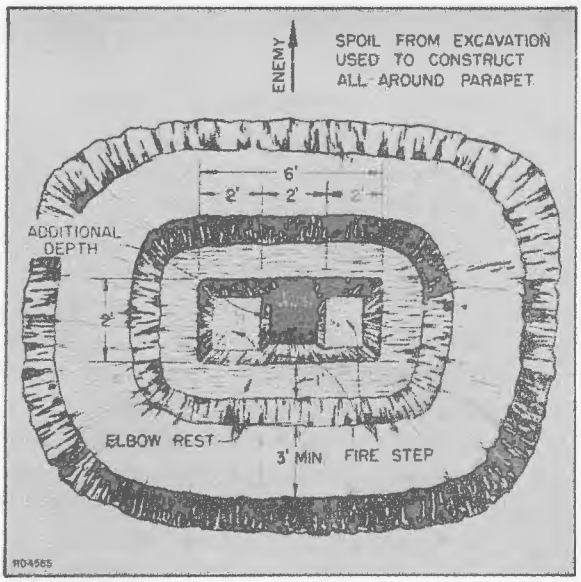

FIGURE 26.—Two-man foxhole (top view).

when properly camouflaged, are suitable for use as observation posts.

10–58 EMPLACEMENTS.—*a. General.*—An emplacement is a prepared position from which one or more weapons may be fired or from which a unit may execute its fire mission.

b. Emplacements for the machine gun M1919A4.—(1) *Horseshoe-type.*—(*a*) The gun is placed in position to fire immediately. If exposed to enemy fire, the crew lies down and excavates about a half-foot beneath the gun. They then dig a shallow, open pit for themselves (fig. 27).

(*b*) As time permits, the emplacement is completed by digging out a horseshoe-shaped trench, about 2 feet wide, around the rear and sides of the gun. A chest high shelf is left in the center for a gun platform. The spoil is piled around the emplacement to form a parapet at least 3 feet thick and low enough to allow the gun to fire in any direction from the platform.

(*c*) This emplacement affords protection against small-arms fire, and shell or bomb fragments. In firm soil it protects the gun and crew against the crushing action of tanks. In loose soil the sides must be reveted.

(2) *Two-foxhole type.*—This emplacement consists of two one-man type foxholes, one on either side of the gun position. To lay it out, a short mark is scratched on the ground to indicate the principal direction of fire. (If in action, set the gun up in the principal direction). The gunner digs his hole on the right of the mark, and the assistant gunner on the left and 2 feet forward. A parapet is built around both holes with the spoil. It must be low enough to permit fire in any direction. The weapon is protected against the crushing action of tanks

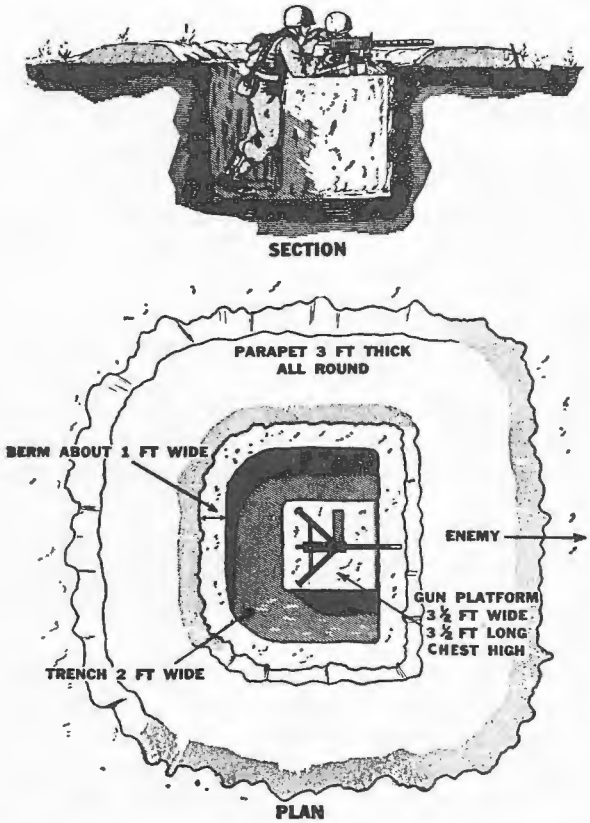

FIGURE 27.—Horseshoe-type emplacement for the machine gun, M1919A4.

by placing the gun in the gunner's hole and the tripod in the assistant gunner's when necessary (fig. 29).

c. Emplacements for other type crew-served weapons are not discussed in this manual.

10–59 OBSTACLES.—*a. General.*—An obstacle is any barrier that stops or slows down an enemy advance.

b. Types.—Obstacles are of two general types:

(1) *Natural obstacles.*—(*a*) Natural obstacles are such things as deserts, mountains, cliffs, thick forests, lakes, swamps, canals, and rivers. In selecting defensive positions full advantage is taken of the protection afforded by natural obstacles. This sort of protection is desirable for the flanks and rear as well as the front of a position.

(*b*) Natural obstacles should be improved whenever practicable. Streams can be deepened, river banks steepened, and low ground flooded.

(2) *Artificial obstacles.*—Artificial obstacles include barbed wire, log and brush barriers, steel and concrete tank barriers, and land mines. They are constructed in the absence of and to supplement or strengthen natural obstacles. Obstacles normally used by the naval landing party battalion are:

(*a*) *Abatis.*—Trees and brush cut and piled to form a barrier to enemy infantry. Trees are felled with their branches pointing toward the enemy. Sharpening the branches will improve the effect.

(*b*) *Log antitank barriers.*—Strong logs emplaced vertically in the ground to overturn, stop, or slow enemy tanks.

(*c*) Antipersonnel and antitank ditches which may be improved by placing sharpened stakes vertically in the bottom.

(*d*) Barbed wire may be used as tactical wire, protective wire, and as reinforcement for an abatis. Tactical wire is a double apron fence, four strand fence, or concertina running in a

FIGURE 28.—Concealing spoil.

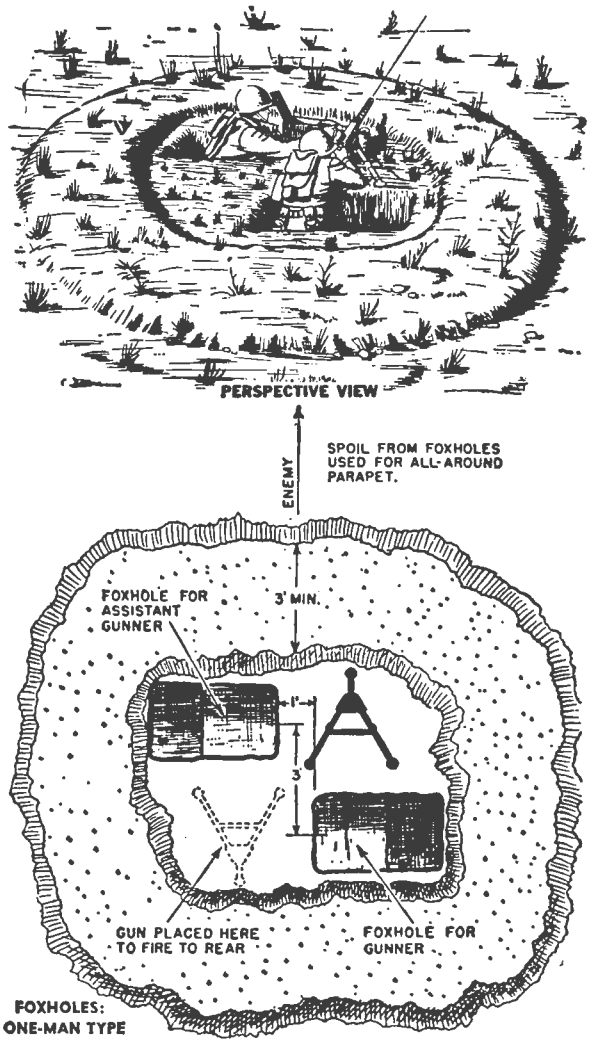

FIGURE 29.—Two-foxhole type emplacement for the machine gun, M1919A4.

zigzag line along the inside of the final protective line. Protective wire is barbed wire running completely around the defensive position just out of hand grenade range. When used to reinforce an abatis, the wire is entwined among the brush and trees of the abatis.

(*e*) *Antipersonnel mines.*—Hand grenades, high explosives, and antipersonnel mines should be placed in likely avenues of enemy approach. They should be camouflaged and fused to explode when stepped on or activated by trip wires. All friendly troops should be warned of their presence.

c. The construction of such obstacles must be in accordance with the priority of work indicated in the commander's defense order

d. Protection of obstacles.—To be effective all obstacles must be covered by fire from nearby emplacements and foxholes. Natural obstacles, no matter how formidable, can be traversed when there is no protecting defensive fire. Their crossing will be made more difficult, perhaps impossible, when covered by the fire of defending troops. Unless defensive fires are planned to cover them at all times, artificial obstacles may be removed or destroyed by the enemy.

10–60 CAMOUFLAGE.—*a.—Methods of camouflaging.*—(1) *Hiding.*—Complete concealment of an object by overhead and/or lateral screening.

(2) *Blending.*—Making an object indistinguishable from its surroundings by breaking up its shadow and form.

(3) *Deceiving.*—Making an object appear to be something else or using dummies to mislead the enemy as to troop dispositions and gun emplacements. The enemy's attention is thereby drawn from actual positions.

b. Requirements for successful camouflage.—The requirements listed below are in sequence of importance.

(1) Choice of position to take advantage of natural concealment and camouflage material.

(2) Good camouflage discipline.

(3) Proper erection of camouflage material.

(4) Proper choice of camouflage material.

c. Camouflage materials.—Camouflage materials should match the surrounding terrain in color and texture. They should be easy to maintain throughout the time the position will be occupied. Camouflage materials are of the following two classes:

(1) *Natural materials.*—Natural materials include vegetation and debris indigenous to the area being disguised.

(2) *Artificial materials.*—Artificial materials

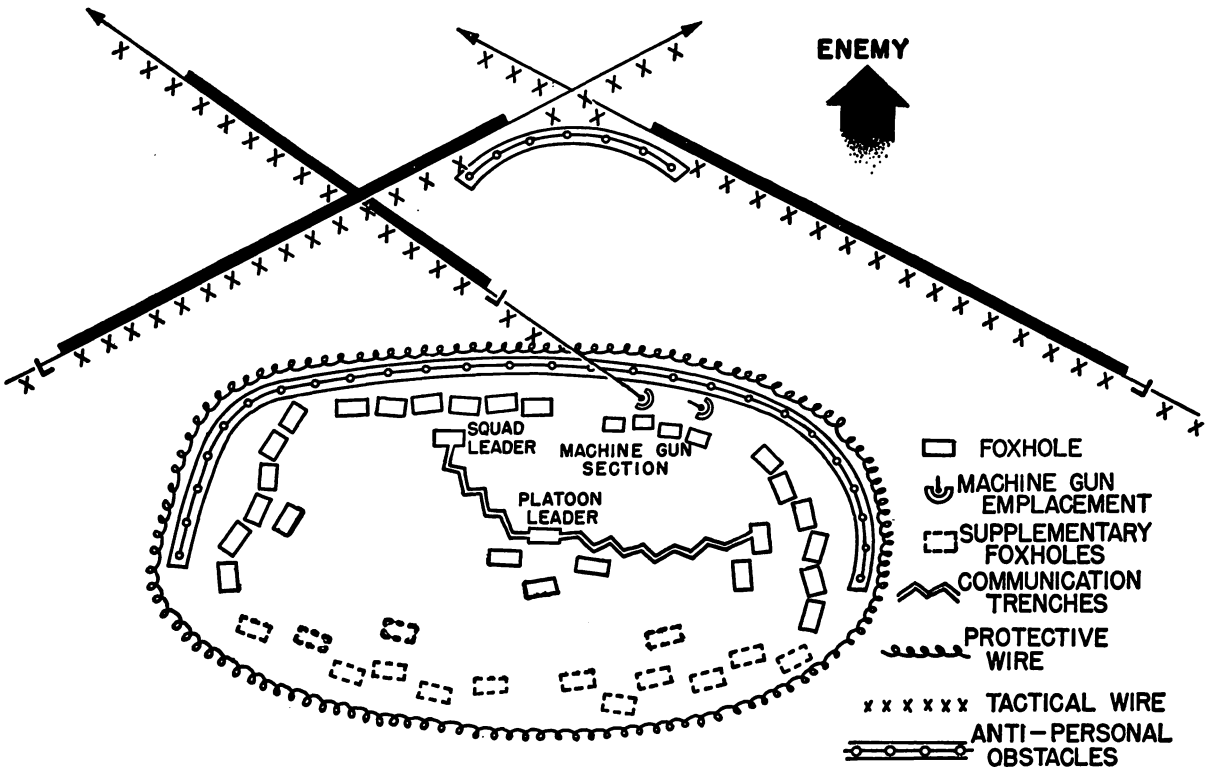

FIGURE 30.—Rifle platoon in position with field fortifications and obstacles.

include fish nets, garnished chicken wire, garlands, and other devices manufactured solely for camouflage purposes.

d. Erection of camouflage material.—Camouflage material should be erected so:

(1) It has irregular form and casts neither a regular or well defined shadow.

(2) It conceals the form and shadow of the object camouflaged.

(3) It hides the tracks of constructing and using personnel.

(4) The removal of natural material from its normal position does not outline or disclose the camouflaged area or object.

SECTION X

THE RIFLE SQUAD IN DEFENSIVE COMBAT

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Conduct of the defense	10–64	500

10–61 GENERAL.—*a.* The organization of a battle position is in accordance with the doctrine of successive echelons of resistance. The rifle squad's role in the defense is dependent upon the echelon of which it is a part, security, holding garrison, or reserve. The conduct of the defense at each of these echelons is different. The rifle squad normally defends an assigned portion of the platoon zone of responsibility. Infrequently, it may be assigned the defense of a separate tactical locality; however, this is the exception, not the rule. The nearest thing to independent action by a rifle squad is found when it is assigned as outguard for a combat outpost.

b. Squad position and sector of fire.—(1) When the squad defends as part of the rifle platoon, the platoon commander assigns the squad a defensive position and sector of fire. The squad position is normally 50 to 100 yards wide and up to 50 yards deep.

(2) The squad may tie in physically with adjacent squads, or gaps may exist between positions. This depends on the nature of the terrain, the size of the platoon defense area, and other factors. When gaps do exist, they must be covered by fire (fig. 31).

(3) The platoon commander assigns sectors of fire to his squads, each of which overlap the sectors of adjacent squads.

10–62 TROOP LEADING STEPS.—After receiving the platoon commander's order for the defense, the squad leader:

a. Makes as thorough a physical reconnaissance of his squad position as time allows. While doing so, he devises his plan for the defense.

b. Through personal contact with squad and section leaders, he coordinates his fire with that of adjacent squads, and determines the fire missions and locations of any supporting weapons (machine gun, recoilless rifle, rocket, mortar, etc.) which may be in or near his position. It is the rifle squad's duty to protect such weapons.

c. Issues his order to his squad. If time or other circumstances don't permit, he may issue the order only to his fire team leaders. He orients his men on the map and on the ground by pointing out the direction of North and the direction of expected enemy attack. He points out the location of adjacent squads and nearby crew-served weapons, and explains their fire missions. He then points out the limits of the squad's position and sector of fire.

d. Supervises the execution of his order.

10–63 ORGANIZATION OF THE DEFENSE.—*a. Tactical organization.*—(1) The rifle squad is composed of three fire teams which are normally abreast in a manner which will allow maximum fire to the front and across the front of adjacent units. When gaps exist between the squad and an adjacent unit, the squad leader echelons the open flank to the rear. This permits greater mutual support and increases the all-around defense of his own squad. The degree of echelon depends mainly upon the terrain on which the squad is disposed and the position of the adjacent unit. If the platoon commander has not designated the positions and primary directions of fire for the automatic rifles, the squad leader does so. This is normally a duty of the platoon commander, but time may not permit.

(2) Except when he is specifically directed to place security forward of his battle position, the squad leader is responsible only for the local security of his squad position. Such local security is achieved by both active and passive means.

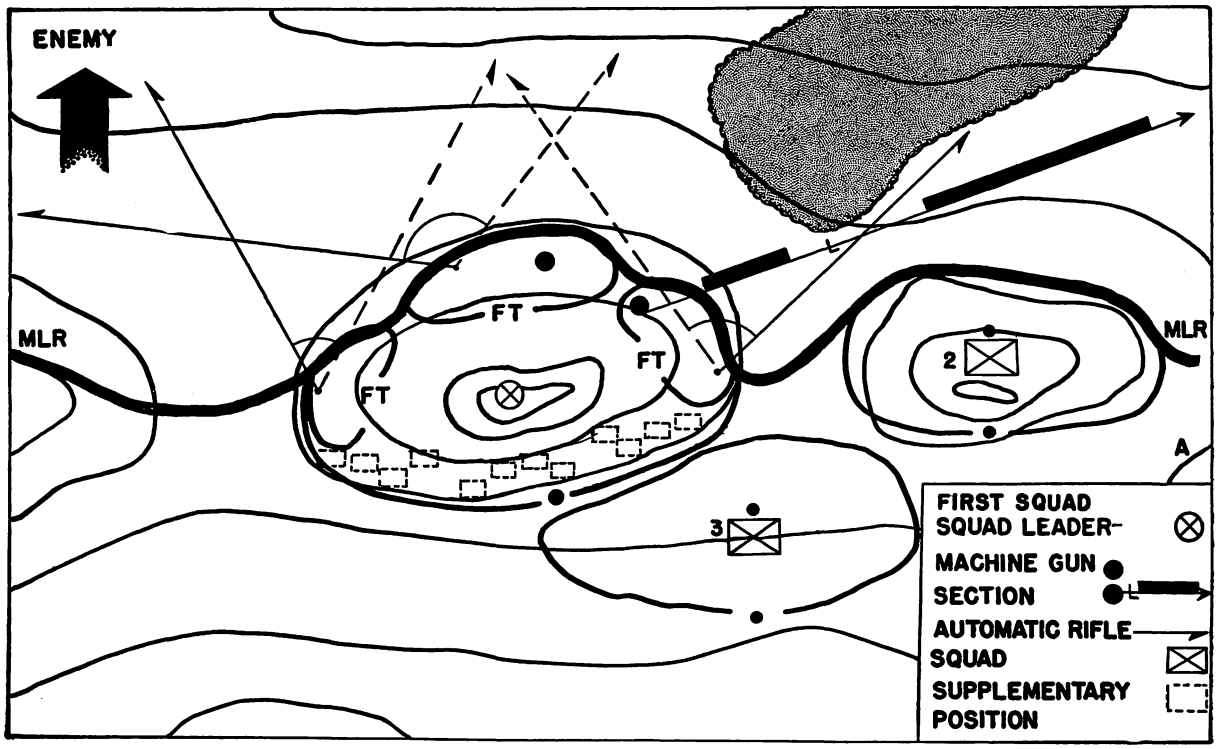

FIGURE 31.—Squad in defense of the main line of resistance (light machine gun section).

(*a*) Passive means include blackout and noise discipline, control of movement within his position, camouflage and concealment.

(*b*) Active means include: keeping at least one alert observer during hours of unrestricted visibility; maintaining the status of alert (usually directed in terms of percent) prescribed by higher authority during hours of restricted visibility; and the assignment of supplementary positions when primary positions do not ensure all-around defense.

(3) The squad, or elements of it, will frequently be employed in a security role by the platoon commander. Examples of this are: as an outguard with a combat outpost; as a reconnaissance or combat patrol; as an observation post during periods of unrestricted visibility; and as a listening post during periods of restricted visibility. Such employment is covered in chapter 8.

(4) The squad leader positions himself wherever he can best control the entire squad and observe the area over which the enemy is expected to attack.

(5) When a supplementary squad position is directed by the platoon commander, the squad leader determines the location of his fire teams within that position and instructs his fire team leaders concerning them.

b. Squad fire plan.—(1) Fire teams are assigned overlapping sectors of fire which, combined, will cover the entire front of the squad. Each fire team leader, in turn, assigns similar sectors to all riflemen in his fire team, including himself.

(2) The squad leader insures that his squad's fire intersects that of adjacent squads. When the terrain allows, he assigns some rifles sectors across the front of adjacent squads who, in turn, fire across his front.

(3) If, because of lack of time, the platoon commander has not done so, the squad leader assigns principle directions of fire (final protective line fires) and sectors of fire to his automatic rifles. In so doing he insures that dangerous avenues of approach (gullies, wooded draws, brush lines, etc.) into his squad position are covered by automatic rifle fire, and that individual sectors of automatic fire overlap across the squad front.

(4) The squad leader assigns certain members of the squad the mission of protecting by fire any supporting weapons which may be in or near the squad position.

c. Organization of the ground.—As soon as the primary positions of squad members have been assigned, the squad leader orders his men to clear fields of fire, dig foxholes, and camouflage their positions. Supplementary positions are prepared when time allows.

10–64 CONDUCT OF THE DEFENSE.—*a.* Success in the defense depends on the conduct of each squad, fire team and individual. They must hold their positions under all conditions unless ordered to abandon by the platoon commander or higher authority. Their mission is to kill and repel the enemy.

b. Heavy enemy preparatory fires often precede an attack. During such fires the squad leader designates another man to aid in the observation of the enemy. The rest of the squad takes cover in prepared positions until the enemy fire lifts. All squad members then take their firing positions to meet the attack.

c. Squad weapons emplaced on the main line of resistance do not engage the enemy until he is within effective range. At this time, all squad weapons open accurate, aimed fire to stop the enemy before he reaches the battle position. When fire is to be opened on signal or order, all squad members hold their fire, even though the enemy may be within effective range, until the order or signal is given. In this manner, the full effect of surprise is obtained.

d. When automatic weapons fire repeatedly from the same position they may be easily located by the enemy. Because of this, alternate positions (other positions from which the primary fire mission can be fired) are sometimes used. When enemy fire makes the primary position untenable, the squad leader may order the automatic rifleman into his alternate position. The desirability of this, however, depends on a great many factors. The intensity of the enemy fire may be so great as to make the movement dangerous to the man and weapon. In most cases it is best to hold automatic fire until the last possible minute at which time the enemy base of fire and preparatory fires would endanger their own men.

e. When enemy tanks precede or accompany the attack, they are engaged by antitank weapons. The primary target of the rifle squad is the infantry which follows or accompanies the tanks. If there is no accompanying infantry, some men fire at the vision slits, bogey wheels and periscopes to cause the tanks to button up, thus reducing their maneuverability and control. Antitank grenades are fired when the tanks come within effective range. Foxholes in ground of average consistency are protection against the crushing action of tanks passing through the battle position. Men do not desert their holes in the face of tanks. They merely get low, allow the tanks to pass over, and then attack them from the rear with antitank grenades or whatever means are available.

f. If the enemy reaches the area covered by prearranged final protective fires, the riflemen

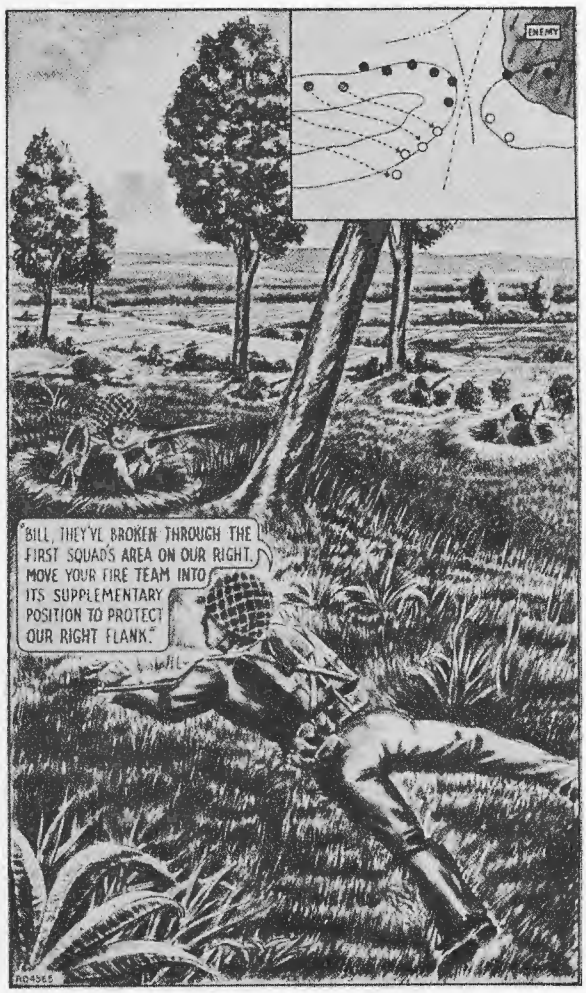

FIGURE 32.—Squad leader's action if adjacent squad is overrun.

and automatic riflemen increase their rates of fire and cover their assigned principal directions of fire. If the enemy assaults, he is met successively by point blank fire, grenades and finally hand-to-hand methods.

g. When an adjacent squad position is overrun, the squad leader shifts a portion of his fire to that area to prevent the enemy from widening the gap and overrunning his own squad from the flank.

h. Should the squad position be threatened by envelopment or attack from the rear, the squad leader orders the occupation of supplementary positions to meet the threat.

SECTION XI

THE RIFLE PLATOON IN DEFENSIVE COMBAT

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10–65 GENERAL.—*a. Platoon defense area.*—(1) The battalion commander assigns defense areas to his forward rifle companies. The company commanders, in turn, assign defense areas to their forward rifle platoons.

(2) *Frontages.*—The frontage assigned a rifle platoon on the main line of resistance (in open terrain with good fields of fire) should not exceed 600 yards. In wooded or brush covered terrain where fields of fire are poor, the frontage assigned should not exceed 300 yards (fig. 33). A critical terrain feature or avenue of approach into the company defense area should not be split among platoons. The assigned area of a platoon should definitely include responsibility for at least one of the above mentioned topographical features.

(3) *Depth.*—The depth of the platoon defense area may extend from 50 to 200 yards. All of this cannot be physically occupied by troops; therefore only the most critical portions are assigned as positions for squads. The remainder is defended by fire.

b. Machine guns.—One or more machine gun and other supporting weapons sections will normally be placed within a platoon defense area to carry out fire missions assigned by the battalion commander. Because it is the rifleman's responsibility to protect such weapons, such emplacements will influence the rifle platoon's defensive organization to a great extent.

c. Selection of positions.—(1) *By the company commander.*—The company commander will indicate the general positions to be occupied by the forward rifle platoons. These positions will include portions of the general main line of resistance indicated by battalion. For instance, the company commander might order a platoon to occupy the forward slope of a hill within the platoon defense area and across which runs the main line of resistance.

(2) *By the platoon commander.*—Within the area designated by the company commander, the platoon commander selects the most tactically sound positions for his squads. The platoon commander's positioning of his squads determines the exact trace of the main line of resistance. His choice must agree as nearly as possible to the general main line of resistance designated by battalion. For instance, if, as mentioned above, the company commander indicated the forward slope of a hill, the platoon commander could not set up his defense on the reverse slope. In selecting his squad positions the platoon commander will be concerned primarily with his mission—with the support of other units, to stop the enemy by fire in front of the main line of resistance and to repel him by close combat if he reaches it. The enemy situation, friendly situation, and nature of the terrain have been considered by higher commanders before the platoon commander is ordered into position. He, however, must also evaluate the five terrain factors in arriving at his decision. These are: critical terrain features, avenues of approach, observation and fields of fire, obstacles, and cover and concealment. Through proper evaluation he arrives at a decision which will place his squads in the strongest positions from which they can carry out the platoon's mission.

10–66 TROOP LEADING STEPS.—*a. General.*—In a fast moving situation the troop leading steps as outlined here may be curtailed because of the need for haste. They will, though, be used insofar as time allows. The platoon commander will usually receive the defense order, along with the other company officers, at the company vantage point. He should not, however, be called back from his

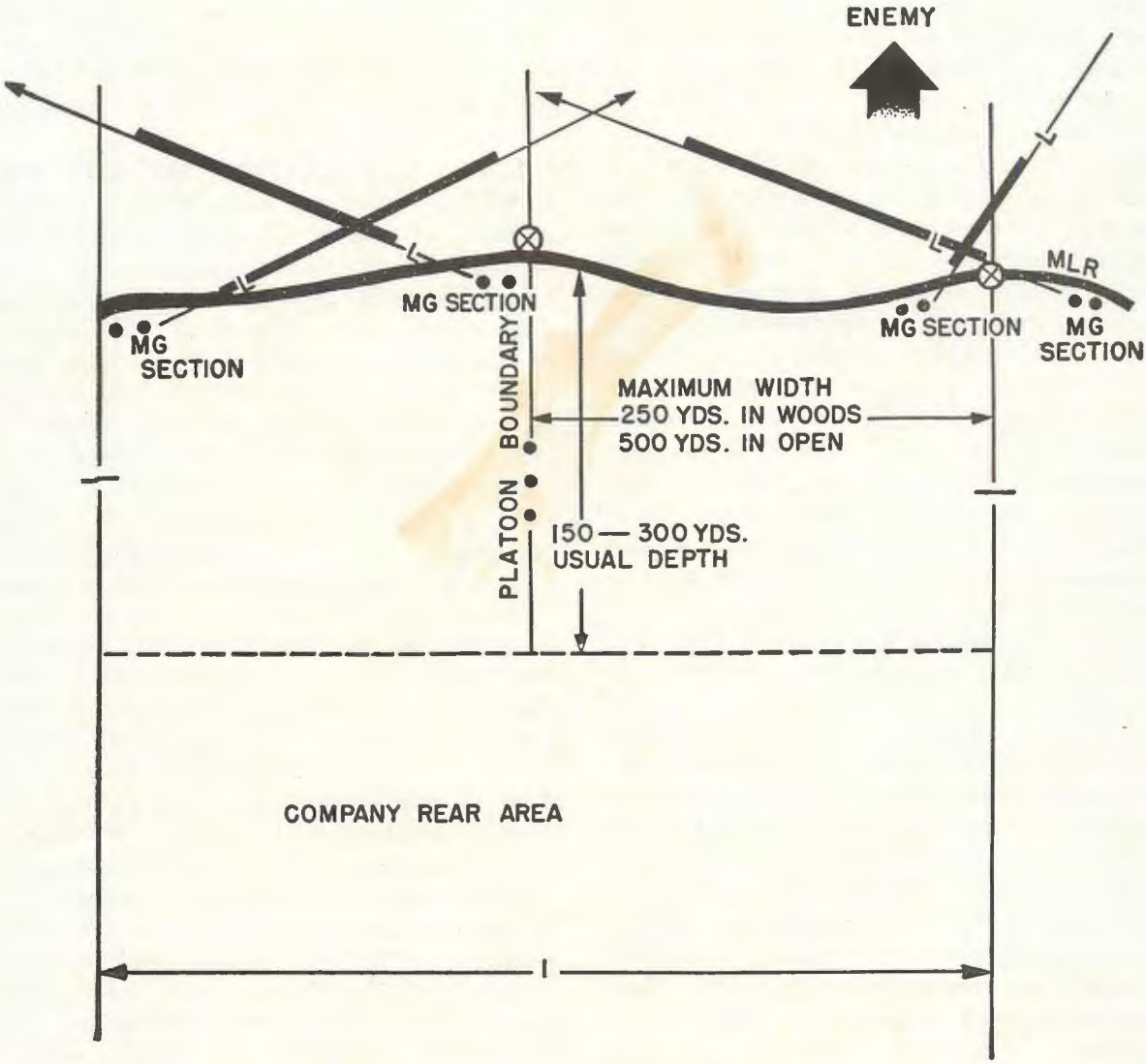

FIGURE 33.—Forward rifle platoon defense area.

platoon if he is still in contact with the enemy.

b. After receiving the order he will:

(1) *Select a vantage point.*—Accompanied by the platoon guide and runners, he moves to his platoon defense area and selects a position from which he can view as much as possible of the platoon defense area and area forward of the main line of resistance.

(2) *Arrange to meet subordinate leaders and have platoon move forward.*—Assuming the platoon has remained in the company assembly area while the company defense order was given, the platoon commander sends a runner to bring the squad leaders to the platoon vantage point. This runner may also tell the platoon sergeant (petty officer) to move the platoon to the platoon assembly area designated by the platoon commander within or just behind the platoon defense area.

(3) *Plan and make a reconnaissance.*—The platoon commander plans and makes his reconnaissance while the platoon and the squad leaders are moving forward. If the enemy situation allows, he will begin on the enemy side of the main line of resistance in order to see his position, and the routes of approach to it, from the enemy view-point. He then walks the main line of resistance and examines the rear of the platoon defense area. During his reconnaissance, he selects positions for his squads.

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He also selects an observation/command post (OP/CP). He decides the tactical organization, fire plan, and how the platoon will organize the ground.

(4) *Contact adjacent and supporting unit commanders.*—The platoon commander contacts adjacent platoon and supporting unit commanders to coordinate his fire with theirs. Proper coordination insures mutual fire support. He has previously arranged to meet the other unit commanders of his own company during the company commander's meeting (par.10–66*a*). Meetings between platoon commanders should take place at the juncture of platoon defense areas. Although company commanders coordinate fires between companies, platoon commanders on company flanks should check with adjacent flank platoon commanders to insure fires have been properly coordinated platoon-wise. They also check with any supporting arms section leaders in their areas to ascertain their location and fire missions.

(5) *Orient subordinate leaders.*—After completing his reconnaissance and visiting other commanders, the platoon commander returns to his vantage point to orient his subordinate leaders. The squad leaders are shown the expected direction of enemy attack, the limits of the platoon front, the location of adjacent and supporting platoons, locations and missions of supporting weapons within the platoon area, and the general position to be occupied by the platoon.

(6) *Issue the defense order.*—The platoon commander then issues his defense order. It should be as complete as practical. The more of the situation his men know, the better the platoon's chances of success (ch. 9, Basic Combat Techniques).

(7) *Supervise the execution of the order.*—After issuing the order the platoon commander must supervise its execution. He must point out, on the ground, to each squad leader the squad position and sector of fire. He must point out the position, sector of fire and principal direction of fire for each automatic rifle. He must ensure that his fire plan is being properly prepared and that the avenues of approach not covered by machine gun grazing fire are well covered by automatic rifle fire. He must also enforce proper camouflage and noise discipline. His supervisory duties never cease. Ground organization must be continually improved as long as the position is occupied.

10–67 ORGANIZATION OF THE DEFENSE.—*a. Tactical organization.*—(1) *Distribution of squads.*—The rifle platoon will usually best accomplish its mission with three squads generally abreast, facing the expected direction of attack. This enables the platoon to place all its fire power in front of the main line of resistance. Squads are not kept in reserve for the missions normally assigned a reserve unit—addition of position depth, limiting penetrations, protecting flanks and rear, and executing local counterattacks. These missions are more effectively accomplished by units with more combat power than a squad. The platoon with three squads up is able to cover its front and the intervals on its flanks, and also mutually support adjacent platoons. When only a narrow gap exists between platoons, it is possible to place the squads abreast without echeloning the flank squads rearward. A wide gap necessitates bending back the flank squads in order to gain mutual support between platoons (fig. 34). Each squad is assigned a sector of fire which overlaps that of adjacent squads, including those of adjacent platoons. When two squads can cover the platoon front by fire and a suitable depth position exists in the platoon defense area, one squad may be placed in the depth position. The depth squad must, however, be able to bring its fire to bear forward of the main line of resistance.

(2) *Supplementary positions.*—The rifle platoon must be able to defend its area against attack from any direction. Squad supplementary positions which allow the squad to fire to the flanks and rear are therefore prepared. These positions should be located as close to the primary position as the terrain permits and in these positions with good fields of fire (fig. 35). A squad on a forward slope might have its supplementary position just in rear of the topographic crest. The depth of a platoon area is determined by these supplementary positions. It is normally 200 yards or less. In open, flat terrain riflemen can shift their fire to

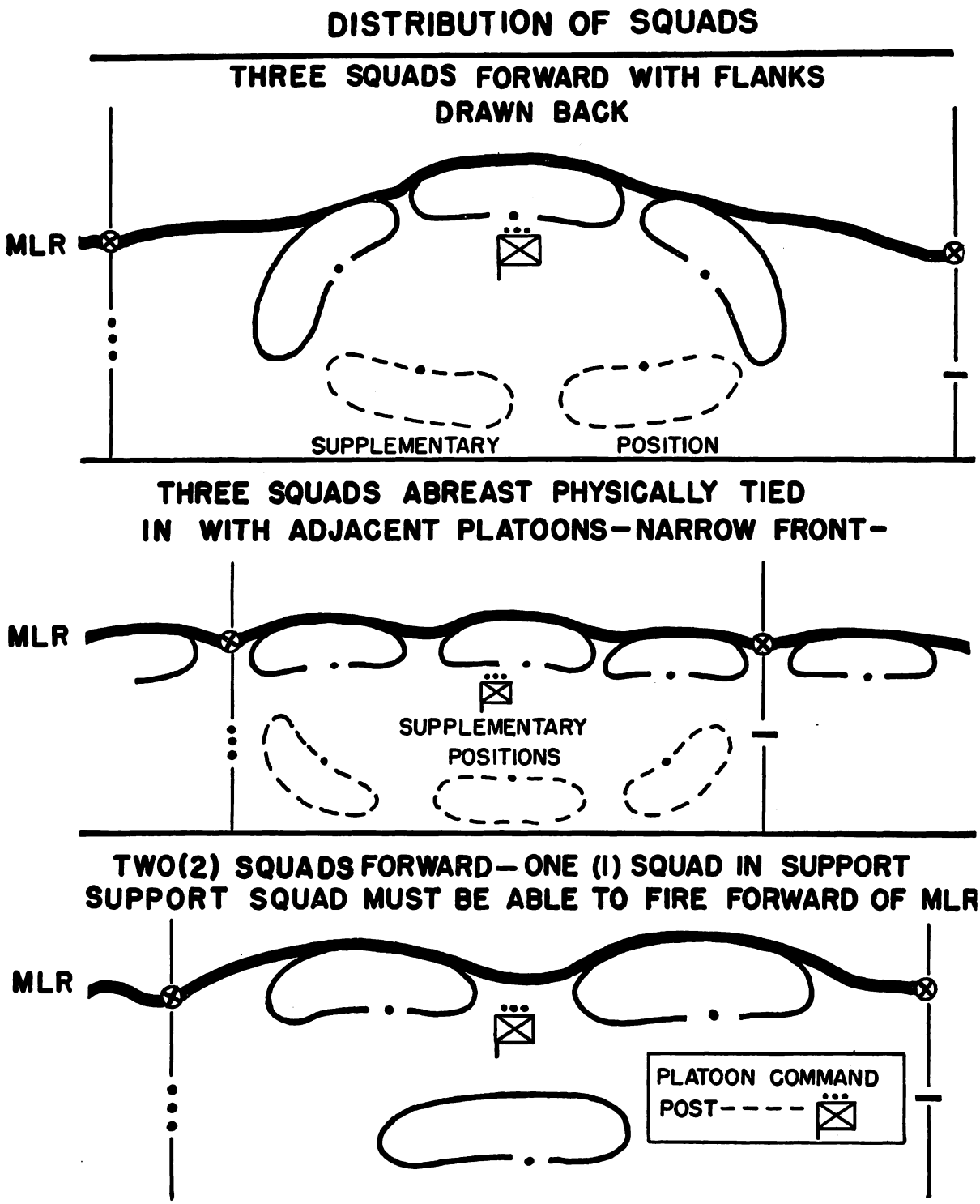

FIGURE 34.—Platoon defense formations.

the rear without changing position, thereby lessening the depth of the defense area. When supplementary positions are necessary, it is not anticipated that men can be readily shifted from one position to the other during a fire fight. The move would be overly dangerous. Adjustments should be made only when conditions permit and the situation dictates a change. Natural cover, drainage ditches and other covered routes should be used in moving to supplementary positions. If time permits, communication trenches may be prepared between positions.

(3) (*a*) *Platoon observation/command post.*—The platoon commander establishes an observation/command post from which he can observe and control his three squads. From it he should also be able to observe as much of the platoon sector in front of the main line of resistance as possible. The position should be dug in, camouflaged, and provided covered and concealed routes of approach from the rear. The platoon commander keeps two runners at his OP/CP and sends one to the company command post. Quite often the terrain does not allow a post from which the entire area can be observed and controlled. In this case the platoon sergeant (petty officer) establishes a supplementary position from which he can control the remainder of the platoon. The platoon commander is not, thereby, relieved of his responsibility for the entire platoon area, he is merely aided in his observation and control.

(*b*) In addition to the OP/CP, the platoon commander also chooses a covered and concealed position for a supply point. Supplies are brought to and casualties evacuated from this position under the direction of the platoon guide.

(4) *Security.*—The platoon commander provides local security for his position. The company commander will normally direct that outguards be established forward of the main line of resistance. If no company security is provided or ordered, the platoon commander must establish his own. Outguards should be of fire team strength or less, and are usually placed within 400 yards of the main line of resistance. Certain individuals must also be kept continuously alert to observe for enemy ground and air action.

b. Platoon fire plan.—(1) *Squad sectors of fire.*—The platoon commander develops a fire plan for his platoon. The plan must cover by fire the entire platoon front immediately forward of the main line of resistance. This is accomplished by assigning overlapping sectors of fire to his squads, sectors and primary directions of fire to his automatic rifles. The sectors of the flank squads must include the interval between the platoon's flanks and those of adjacent units (fig. 35).

(2) *Mutual support.*—The platoon's fire should also cover, in the extent possible, the front of adjacent platoons. This enhances mutual support. The platoon commander insures his fire intersects that of adjacent platoons forward of both platoon flanks.

(3) *Avenues of approach.*—Enemy infantry avenues of approach into the platoon position must be covered by fire, preferably automatic rifle if not machine gun. These avenues include ditches, gullies, wooded draws and any other covered and/or concealed routes.

(4) *Supporting weapons.*—In organizing his fire, the platoon commander ensures that all supporting weapons in his area are protected by the fire of his riflemen and automatic riflemen.

c. Organization of the ground.—The platoon will organize the ground according to the priority established by the company commander. The normal platoon tasks are digging foxholes, clearing fields of fire, constructing tactical then protective wire, placing antipersonnel mines, constructing obstacles, and camouflage. When time permits, the platoon may dig communication trenches.

10–68 CONDUCT OF THE DEFENSE.—*a. Initial contact.*—The first direct contact between the platoon on the main line of resistance and the enemy ground forces occurs when the attacking enemy appears within 500 yards of the platoon position. The outposts will normally warn the platoon of the enemy's approach. The platoon commander notifies the company commander of the presence of the enemy, their direction of advance, armament, strength, and any other pertinent information.

b. As the enemy advances into the zone of the final protective fires, the company or battalion commander (if the platoon commander has not

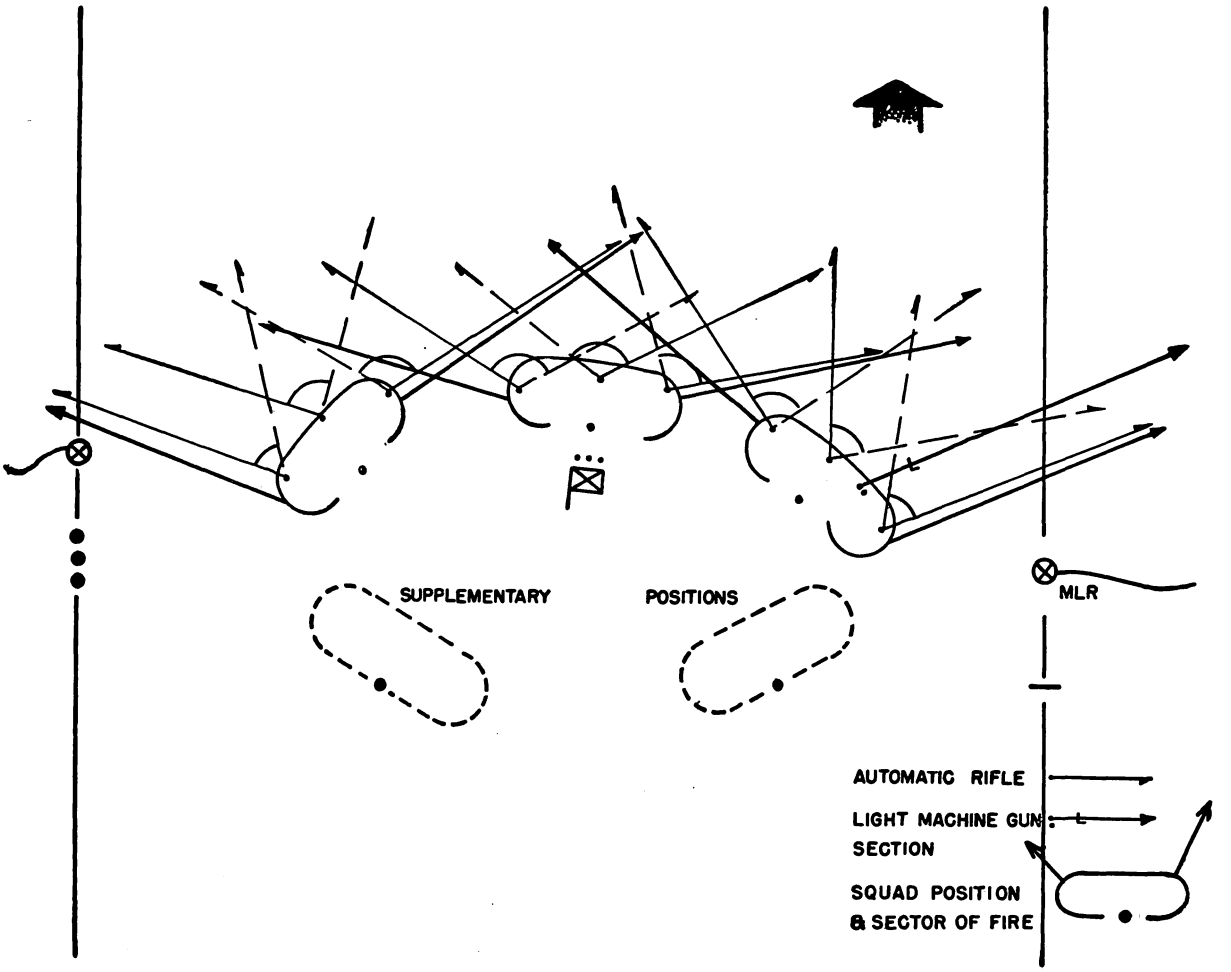

FIGURE 35.—Platoon defensive fire plan.

been authorized) will order such fires into effect. When he has not been authorized to call down final protective fires, the platoon commander must keep the company commander advised on the development of the enemy attack. This aids the company commander in making his decision as to when to call down final protective fires. Because it discloses the entire main line of resistance, the final protective fires must not be brought to bear until the last possible minute and only when absolutely necessary. When the order (usually a signal flare) is given, the platoon commander makes sure his squads are covering their assigned sectors of fire, that automatic rifles are firing their principal directions of fire, and that in general, the platoon fire plan is being carried out.

c. Close combat.—If the enemy succeeds in breaking through the final protective line every man remains in his position and engages the enemy in close combat. They use hand grenades, point blank fire, and bayonets. Enemy tanks are met with rifle grenades and other available means. The battle position is held at all costs.

d. Penetrations in adjacent areas.—Because of the heavy volume of fire which falls on a platoon position during an enemy attack, movement within a platoon position is often impractical. However, if the enemy penetrates the areas of adjacent or supporting platoons, the platoon commander must move some of his men to previously prepared supplementary positions to protect his exposed flanks or rear.

e. Information to the company commander.—The platoon commander takes full advantage of the fire support and other help available from

company and battalion by constant communication with the company commander. He continually keeps him informed about the progress of the enemy attack.

10–69 RESERVE PLATOON.—*a. General.*—The company commander usually places two rifle platoons on the main line of resistance and the third in a depth position (fig. 36). The platoon located in depth is called the reserve platoon of the company.

b. Selection of positions.—The company commander selects the position for the reserve platoon. It must be at least 150 yards from the nearest elements of the forward platoons but no more than 500 yards from the main line of resistance. In this manner the reserve platoon is outside the zone of enemy fire falling on the main line of resistance, but within effective small arms range. The reserve platoon is responsible for all the company defense area not included in the areas of the forward platoons. The position selected may be a key terrain feature from which the reserve platoon can carry out its mission; or the platoon may be split, with squads separately defending particular terrain features or blocking individual avenues of approach. The company reserve will normally defend a wider frontage than either of the platoons on the main line of resistance.

c. Organization of the defense.—(1) The defense of the reserve platoon is generally organized in the same manner as that of the forward rifle platoons.

(2) Three squads are usually placed abreast. Supplementary positions are prepared to protect the flanks and rear.

(3) The reserve fire plan is practically the

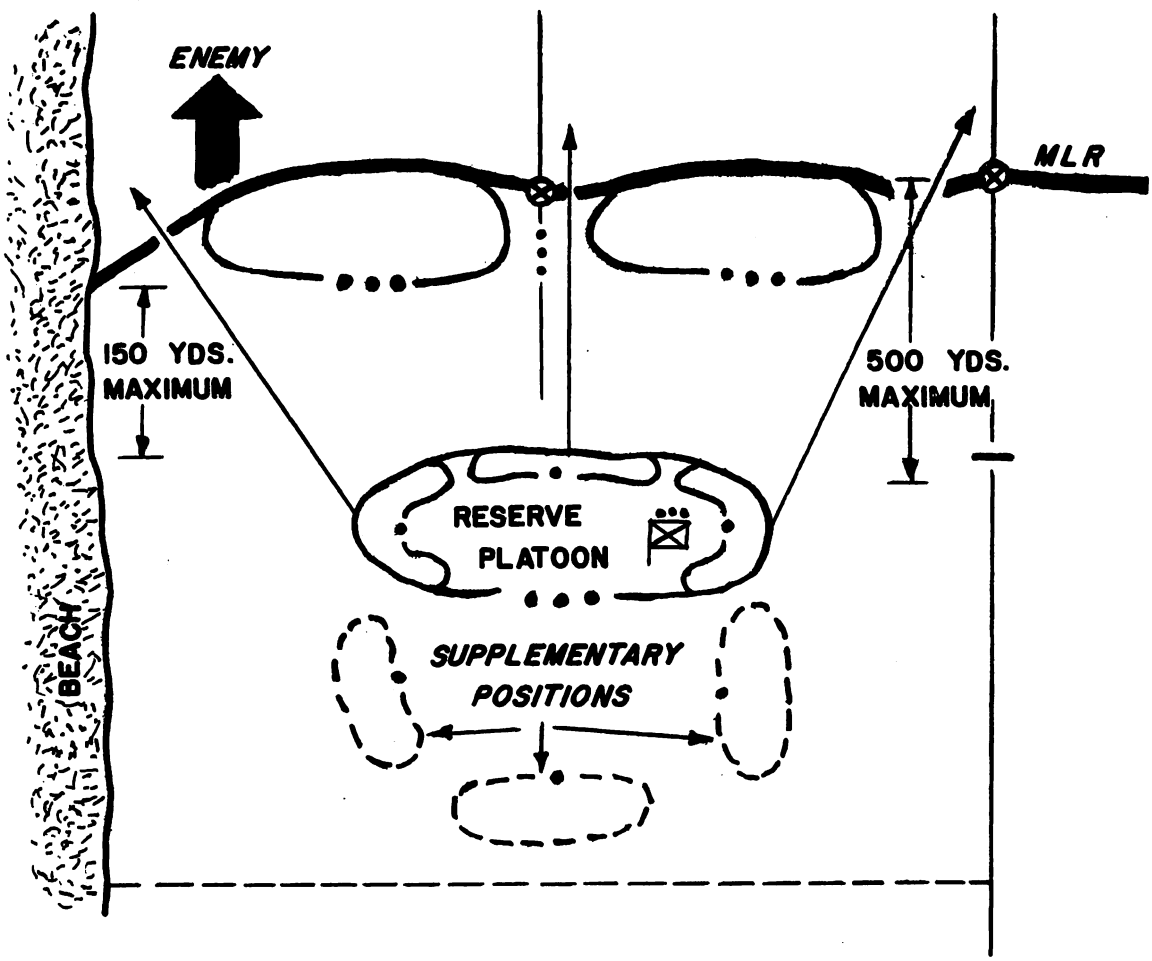

FIGURE 36.—Reserve platoon in defense.

same as those of front line platoons. Overlapping sectors of fire for rifle squads are used. Dangerous avenues of approach into the company's rear are covered by automatic rifle fire. Supporting weapons are protected by riflemen and automatic riflemen. It is, however, usually impossible or impractical to tie in the fire of the reserve platoon with that of reserve platoons of adjacent companies. Instead, the reserve platoon's fire is coordinated with the fires of the forward platoons of the same company to add depth and all-around protection to the company area.

(4) The reserve platoon digs in and organizes the ground in a manner similar to the forward platoons.

(5) The reserve platoon commander usually remains at the company command post in order to keep himself aware of the company situation so he may more expeditiously and intelligently carry out tasks assigned him.

(6) The reserve platoon commander uses the same troop leading steps as commanders of other platoons.

(*d*) *Missions.*—The missions of the reserve platoon are:

(1) To assist the front line platoons by fire in front of the main line of resistance. This is accomplished by firing past the flanks of, through gaps between, and overhead of the forward platoons.

(2) To limit penetrations of the main line of resistance by covering avenues of approach into the company's rear area.

(3) To protect the flanks and rear of the company by fire from the original position or by occupying previously prepared supplementary positions.

(4) To restore the main line of resistance by counterattack in case it is penetrated by the enemy. A platoon counterattack would normally be ordered only when the penetration is small, when only light enemy fire is falling in the area, and when a covered and concealed route of approach to the line of departure for the counterattack exists. Such a counterattack is more like a mopping up operation than a strong countereffort against the enemy. The reserve platoon is usually much more effective as a depth unit with a purpose of limiting penetrations to the main line of resistance by fire from prepared positions. The reserve of a higher echelon should be committed if a strong counterattack becomes necessary.

SECTION XII

THE MACHINE GUN PLATOON IN DEFENSIVE COMBAT

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Conduct of the defense	10–73	511
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10–70 GENERAL.—*a.* Machine guns are the backbone of the defense. Their fire, coordinated with that of other weapons, is employed to stop the enemy regardless of the direction of his attack. The following characteristics, unique with the machine gun, are the basis of its value as a defensive weapon:

(1) Large volume of fire which can be readily applied.

(2) The suitability for enfilade fire because of its long, narrow beaten zone (ch. 9).

(3) The ease of concealing the weapon.

(4) The fixed mount which enables effective fire during periods of restricted visibility.

b. The machine gun section is the fire unit under normal circumstances. Regardless of the nature of the mission, two guns (one section) are usually assigned the same mission. When certain conditions prevail, however, machine gun sections may be split. Such conditions would include an overly extended front, poor fields of fire, and guns placed in depth (as with reserve units).

10–71 MISSIONS.—Machine guns employed throughout the defensive position normally have one or more of the following missions:

a. Final protective line.—(1) Insofar as possible, the machine guns of front line companies will be situated where they can fire interlocking bands of grazing fire across the front of the company. These guns provide a major portion of the final protective fires.

(2) Guns assigned a final protective line mission may also be assigned a sector of fire if the location of the firing position makes the assignment of a sector practicable.

b. Close support of the main line of resistance.—Machine guns with this mission actually have two missions; covering possible avenues of enemy approach, and limiting penetrations. Adequate final protective line fires have priority over such missions however.

(1) When practical, some of the machine guns of a front line company are placed in rear of the main line of resistance to cover probable avenues of enemy approach into the position. Such guns must be within the company defense area.

(2) Machine guns assigned the close support mission should also have previously prepared supplementary positions from which they can check by fire limited penetrations in the main line of resistance.

c. Provide depth to the defensive position.—Some machine guns of the reserve company are placed in depth within the battalion defense area to check deep penetrations by fire.

d. Reinforce combat outposts.—Reserve company machine guns are sometimes placed with units in the outpost system.

e. Protect flanks and rear.—Protection of the flanks and rear is a particularly important mission when there is an open flank. Machine guns in close support of the main line of resistance and those placed in depth to check deep penetrations will normally be assigned supplementary positions from which they can accomplish this mission.

f. Support counterattacks.—In the event a penetration is effected by the enemy, the machine guns of the reserve company are the principal source of close support for that company's counterattack. Their employment in this case is governed by the principles outlined in section V, Machine Gun Platoon in Offensive Combat. After the counterattack, these guns are used to restore the fire plan in the penetrated area.

10–72 SELECTION OF POSITIONS.—*a.* The primary consideration in the selection of firing positions for machine gun sections is the accomplishment of the mission. However, other factors must also be considered. Cover and concealment of the gun and crew are essential if the gun is to remain in action, automatic weapons being the primary target of enemy infantry. Intelligent use of natural terrain irregularities will reduce the labor and time necessary for construction of emplacements.

b. Routes of ammunition supply to the gun positions should be given consideration. An initial supply will seldom cause a problem in a defensive situation. However, covered routes of approach to gun positions will be necessary after the initial supply is consumed.

c. Fields of fire will have to be cleared in most cases. Only enough foliage to allow unobstructed fields of fire should be cut. The clearing of all foliage will unnecessarily reveal the gun position to the enemy.

d. When a section is emplaced, the two guns should be at least 30 yards apart to reduce the effectiveness of hostile mortar and artillery fire.

10–73 CONDUCT OF THE DEFENSE.—*a. Transition from offense to defense.*—(1) As part of the consolidation phase of offensive combat, the rifle company commander must formulate and execute a plan for defense of a position immediately after having captured it. The principal means of holding a captured position is a quickly developed machine gun fire plan.

(2) Immediately upon taking the objective, the machine guns must be displaced to positions

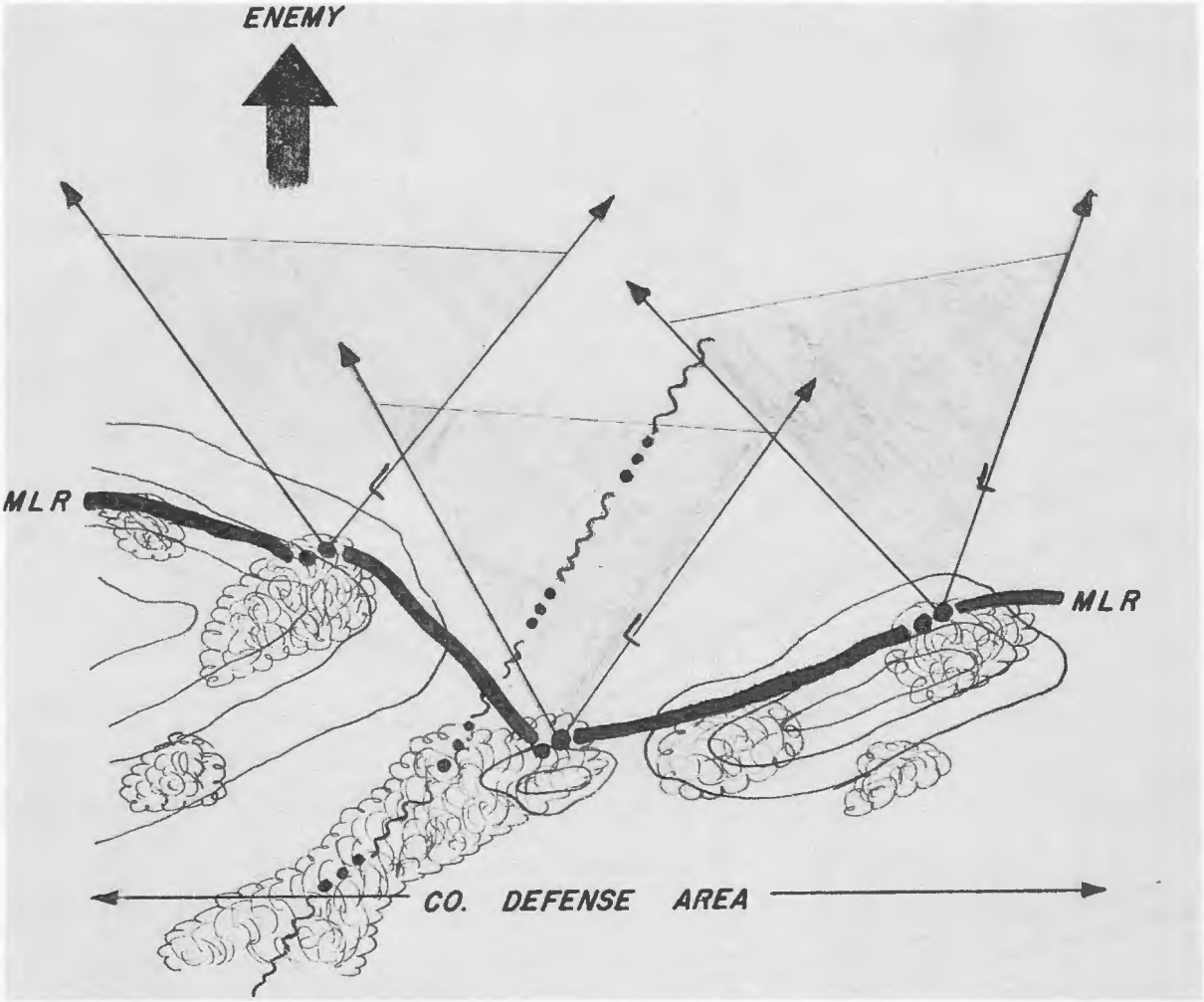

FIGURE 37.—First location of company machine guns.

on or near the objective. From these positions, the entire front and flanks of the company are covered by the assignment of overlapping sectors of fire to each machine gun section. The positions are selected and missions assigned by the machine gun platoon commander in accordance with the instructions of the company commander.

(3) The result of the disposition of the machine guns shown in figure 37 is the ability of at least one section to engage any enemy counterattack. If necessary, the company commander improves the machine gun fire plan by the selection of new positions. This, and the assignment of final protective lines, is carried out as soon as practicable so the flanks and entire company front will be covered by interlocking bands of grazing fire.

(4) Figures 37 and 38 illustrate sound and effective principles for employing machine guns in defense of a newly acquired position. The result of coordinating machine gun fire plans only within the company, however, may result in weak points at the company boundaries. This probable defect is remedied as quickly as possible by the battalion commander. The result of his coordination is the battalion machine gun fire plan, and is the first real coordination achieved. Other troop dispositions are vitally affected by the battalion plan. Until this coordination is effected, company commanders are primarily concerned with protection of only their own companies and areas.

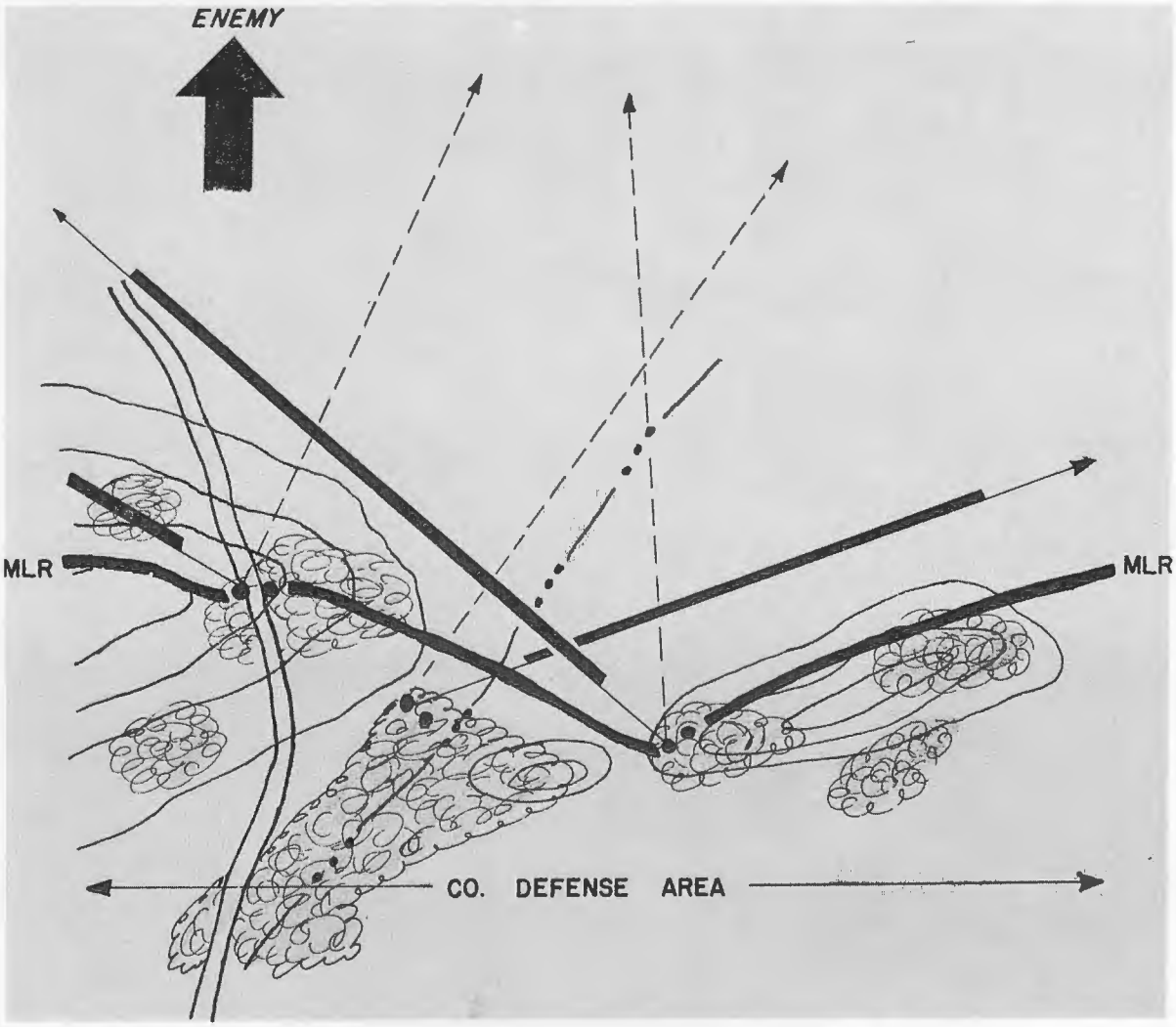

FIGURE 38.—Coordinated machine gun fire plan covering company front with interlocking bands of grazing fire.

(5) The machine gun platoon of the reserve company is employed in a manner consistent with the anticipated mission of that company. When the battalion fire plan is in effect, the transition to the defense has been completed and the continuous improvement of positions begins.

b. Strengthening the position.—(1) The captured position must be developed into as formidable a defense as the time on that position allows. The type of defense set up immediately upon its capture will not be effective for an extended stay. The primary limiting factors in strengthening a position are:

(*a*) Time available for reconnaissance by commanders.

(*b*) A well coordinated battalion fire plan. Fire must be exchanged across company boundaries to eliminate the possibility of weak points in the defense.

(*c*) The extent of digging-in and camouflage. This is limited only by the time an organization spends on a position.

(2) The battalion fire plan (fig. 39) is characterized by a system of interlocking bands of grazing fire and a mutual exchange of fires across company boundaries. Figure 39 shows a portion of the guns of the front line companies in support of the main line of resistance. They are covering possible avenues of enemy approach into the position. The machine guns of the reserve company are placed in depth within the battalion defensive area. They are prepared to check deep penetrations. Guns in close support of the main line of resistance and in depth should all have alternate and supplementary as well as primary positions.

(3) The responsibility for selecting general firing positions and assigning missions is that of the battalion commander. In USMC battalions the platoon commander of the weapons

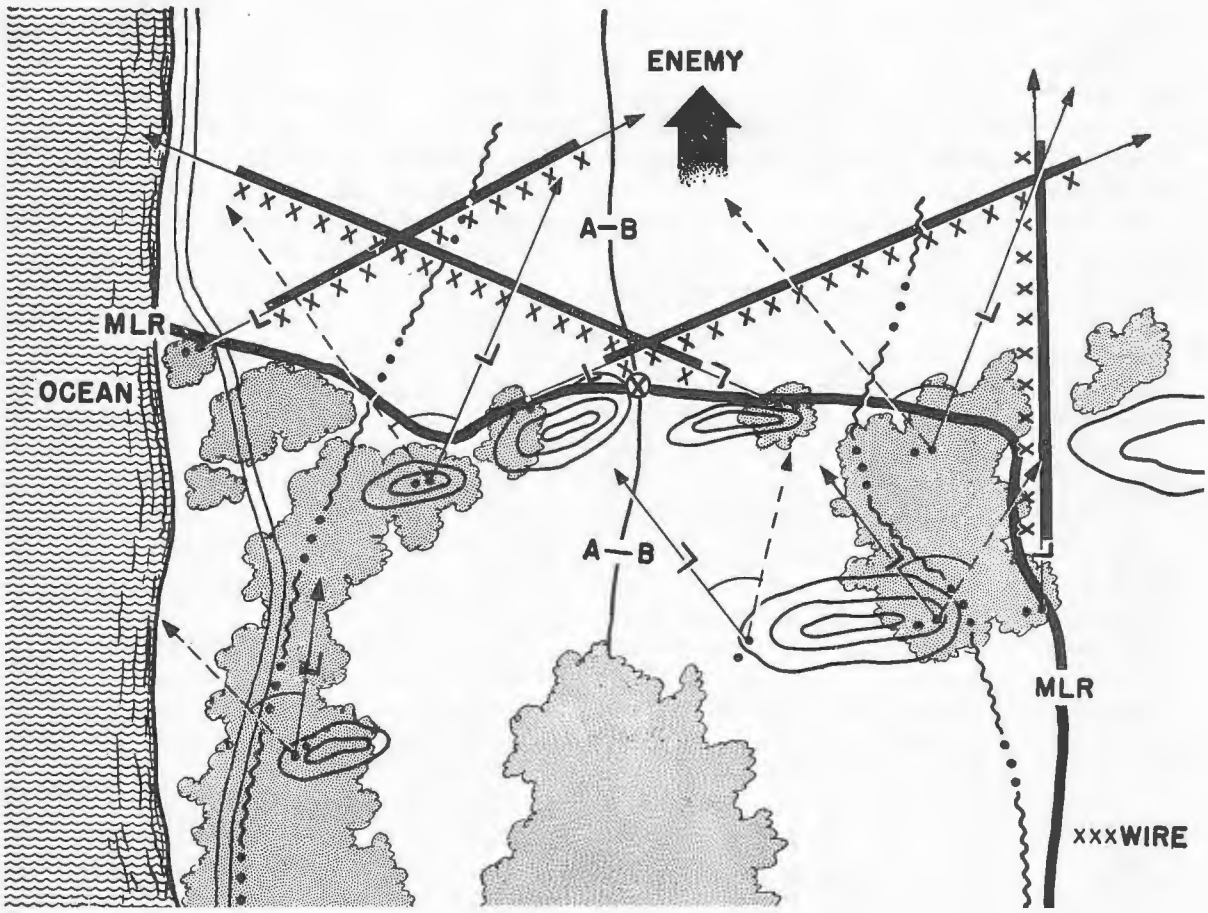

FIGURE 39.—Battalion machine gun fire plan.

company heavy machine gun platoon normally has additional duty as the battalion gun officer. The battalion commander may take his recommendations or work through him in assigning positions and missions. The information necessary to the company commanders is normally communicated to them in a battalion defense order. Having received the order, the company commander makes a reconnaissance and coordinates the disposition of the rifle platoons with that of the machine guns. He then issues the company defense order. This order must include the following information:

(*a*) Primary firing positions.

(*b*) Direction of the final protective lines.

(*c*) Sectors of fire.

(*d*) Elements of fire control.

(*e*) Organization of the ground to include clearing fields of fire, construction of emplacements, cover for personnel, and priority of work.

(4) The machine gun platoon commander should prepare an overlay of his fire plan as soon as possible. It must show firing positions, final protective lines to include any gaps or dead space, and sectors of fire. This overlay is submitted to the company commander as an aid in coordinating the rest of his fire.

(5) Machine gun ammunition carriers are used to augment the fires of the unit. However, their fire is not included in the prepared fire plan.

(6) *Tactical and protective wire.*—(*a*) Tactical wire is placed inside final protective lines so it will slow up an approaching enemy in the areas covered by the grazing fire of machine guns. The actual emplacement is usually a function of the rifle platoons, but the machine gun platoon commander must check to ensure it is properly placed (fig. 39).

(*b*) Protective wire is placed around gun positions to prevent the enemy from coming within hand grenade range.

10–74 FIRE CONTROL.—*a.* Fire control includes all operations connected with preparation and actual application of fire on a target. It ensures a leader the ability to open fire the instant he desires, adjust the fire of his guns, regulate the rate of fire, shift from one target to another, and to cease firing.

b. The ability of a leader to exercise proper fire control depends primarily on the discipline and technical training of the gun crews. Failure in this respect results in danger to friendly troops, loss of surprise effect, premature disclosure of positions, firing on unimportant targets, loss of time in adjusting fire, and wasted ammunition.

c. The machine gun platoon commander must coordinate with the rifle platoons to insure his machine guns' fire will not be masked by rifle units and vice versa. Arrangements must also be made to afford rifle protection for machine gun emplacements.

d. The distance between machine gun sections in the defense requires detailed fire control instructions to the sections before a battle begins. Once firing has started, control by the leader is limited to arm and hand signals, personal contact with subordinates through whatever connecting trenches or covered approaches exist, and prearranged signals (pyrotechnics).

e. (1) Final protective line fires are usually called down by company or battalion commanders. Platoon commanders may, however, be authorized to do so. The battalion commander, in his defense order, will designate the signal (usually a pyrotechnic) for each company. On this signal, machine guns begin firing on the final protective lines. Only guns which protect the unit whose signal has been given will fire.

(2) The rate and duration of fires is normally specified in the unit defense order. The usual rate of section fire on final protective lines is rapid for 2 minutes (150 rounds per minute) followed by medium (75 rounds per minute) fire until ordered to cease. Section fire is maintained by two guns, firing alternate bursts. However, if, that action to his immediate front does not warrant a heavy volume of fire, he may adjust the rate to conserve ammunition.

(3) Dead space and gaps will exist in final protective lines unless the defensive position is on perfectly level ground. These spaces must be covered by other weapons organic to or on call by the infantry unit.

f. Guns in close support of the main line of resistance open fire on targets of opportunity on the initiative of the section leader. Guns on final protective lines should not if such fire will allow them to be prematurely spotted

and hence destroyed. The maximum range at which targets should be engaged by direct methods is 500 yards. Close support guns will open fire on all targets of opportunity, depending on cover, concealment, and frequent moves to alternate positions for protection from hostile fires.

g. Movements to supplementary positions will be made on the order of the platoon commander. He should have received instructions from the company or battalion commander. However, in extreme emergencies, the section leader may effect such a move on his own initiative if he spots a flank attack or penetration which may endanger the defensive area and cannot contact the platoon commander immediately.

h. Movement of guns to alternate positions will usually be made on the initiative of section leaders. They can most accurately judge when it is necessary.

i. Disabled guns are replaced from rear to front; that is final protective line guns are replaced by guns in close support of the main line of resistance, which are, in turn, replaced by guns originally placed in reserve.

j. For conduct of fire and range cards, see chapter 9, Basic Combat Techniques.

SECTION XIII

THE RIFLE COMPANY IN DEFENSIVE COMBAT

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10–75 GENERAL.—*a. Company as part of a battalion.*—The rifle company usually defends as part of the naval landing party battalion. The battalion commander assigns a defense area to the company, either on the main line of resistance or in depth behind the forward company areas.

b. Company as an independent unit.—A company operating as an independent unit organizes its defense similar to that of a front line rifle company or a battalion.

c. Front line company defense areas.—(1) *Frontage on the main line of resistance.*—The general trace of the main line of resistance is directed by the battalion commander. It will usually be located on forward or reverse slopes of hills or ridge-lines, or on a combination of both. A frontage on the main line of resistance is assigned each front line rifle company. In open terrain with good fields of fire, a company frontage should not exceed 1,200 yards. In wooded or brush covered terrain where fields of fire are poor it should not exceed 600 yards.

(2) *Boundaries and limiting points.*—(*a*) The defense area of a front line company is defined by boundaries between adjacent companies. Boundaries are established to completely include company sized tactical localities such as hills, woods, draws, or any other key feature or concealed and covered route of approach into the battalion defense area. Such key features and likely approaches should not be split among companies. The responsibility for their defense must be vested in one commander.

(*b*) The intersections of the company boundaries with the main line of resistance are called limiting points. The company commander must coordinate his fire with that of adjacent companies forward of these points.

(3) *Depth.*—The depth of a company defense area will not normally exceed 700 yards. It depends usually upon the area assigned the reserve company.

d. Action of the company commander.—(1) Immediately upon assuming the defense, the company commander usually goes to a designated central location in the battalion defense area to receive the battalion commander's defense order. He should not, however, be ordered from his troops if his company is in contact with the enemy. His company may be waiting in an assembly area to the rear, moving up, or already in the company defense area.

(2) *Troop leading steps.*—The troop leading steps of the company commander are the same as those of the platoon commander in the defense (sec. XI).

10–76 ORGANIZATION OF THE DEFENSE.—*a. Tactical organization.*—(1) *Distribution of platoons.*—(*a*) The company commander usually places two platoons on the main line of resistance and one in reserve behind the two forward platoons. If he is forced to defend an exceedingly wide frontage, however, he may place all three rifle platoons on the main line of resistance (fig. 40).

(*b*) When one of the company flanks is unprotected, the platoons are distributed to protect the open flank. This is done by echeloning the flank platoon to the rear and preparing supplementary positions from which flank attacks can be repelled. Figure 41 shows such a distribution.

(2) *Front line platoons.*—(*a*) In the normal situation—two platoons up and one in reserve—the company commander divides his frontage between the two front line platoons. He assigns a defensive area to each, the width of which depends upon the fields of fire, ter-

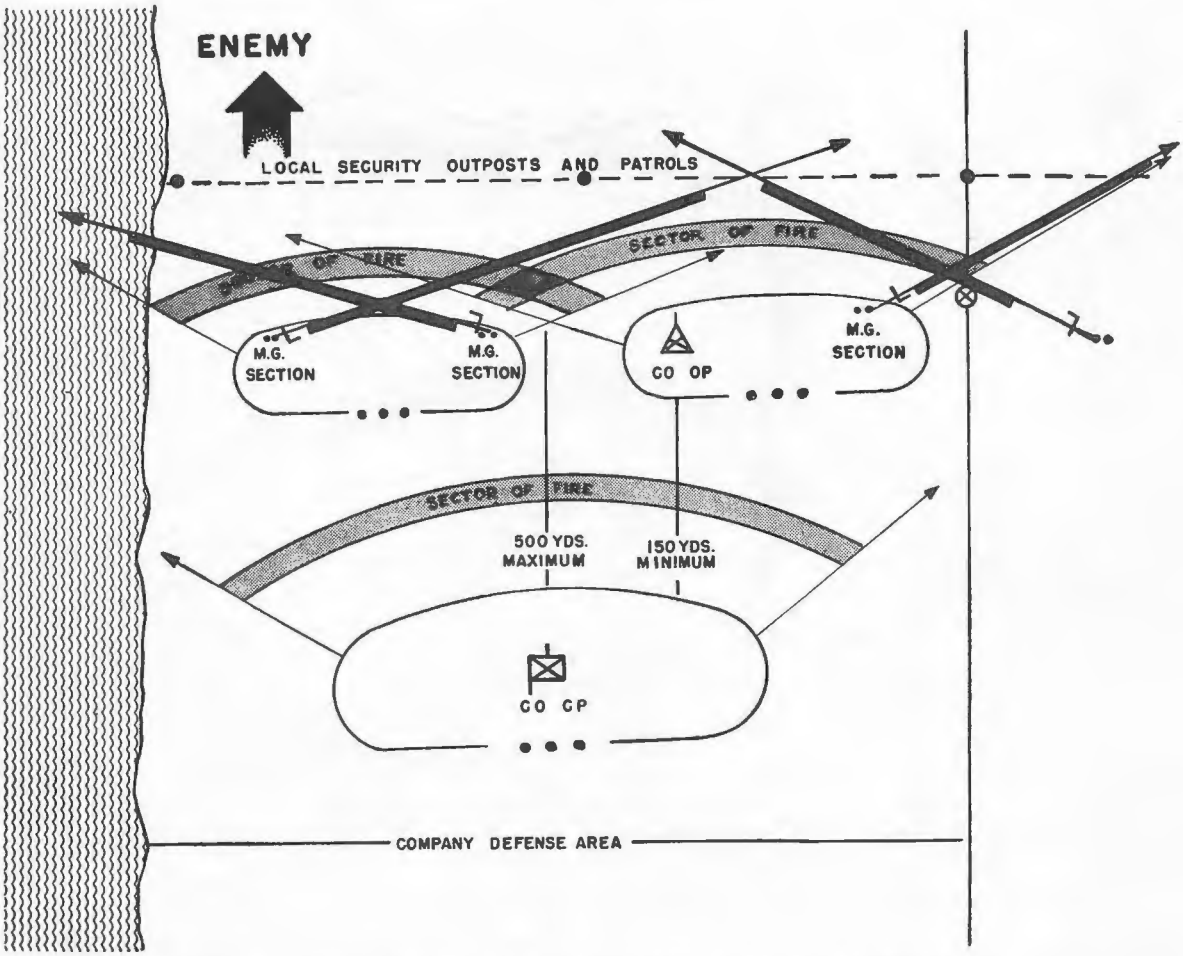

FIGURE 40.—Distribution of platoons and platoon sectors of fire, when company's flanks are protected.

rain, and avenues of approach within the company defense area. For example, a platoon defending in the woods should have a relatively narrow front, and a platoon defending an open, gently sloping position would be assigned a wider one. Under ideal conditions the front should not exceed 600 yards. As in the assignment of a company front, the company commander must definitely include any tactical localities or avenues of approach completely within the area assigned one platoon. Responsibility for such areas must never be split between two commanders.

(*b*) The company commander designates the general position to be occupied along the main line of resistance. He also designates the positions, sectors of fire, and final protective lines for the machine guns.

(*c*) The depth of a front line platoon defense area is usually determined by the location of the reserve platoon. Consideration must also be given space necessary for platoon supplementary positions. Fifty to 200 yards is normal.

(*d*) Platoons on the main line of resistance do not usually attempt physical occupancy of their entire areas. Gaps between platoons and between elements within a platoon are covered by fire.

(*e*) Front line platoons defending an open flank must echelon to the rear to protect that flank. Platoons on company flanks, where gaps exist between their own company and the one adjacent, must also draw back their flanks to provide mutual support between the two companies (fig. 41).

(3) *Reserve platoon.*—(*a*) The reserve platoon is placed where it can limit enemy penetrations into the main line of resistance. It is located where it can cover by fire probable avenues of

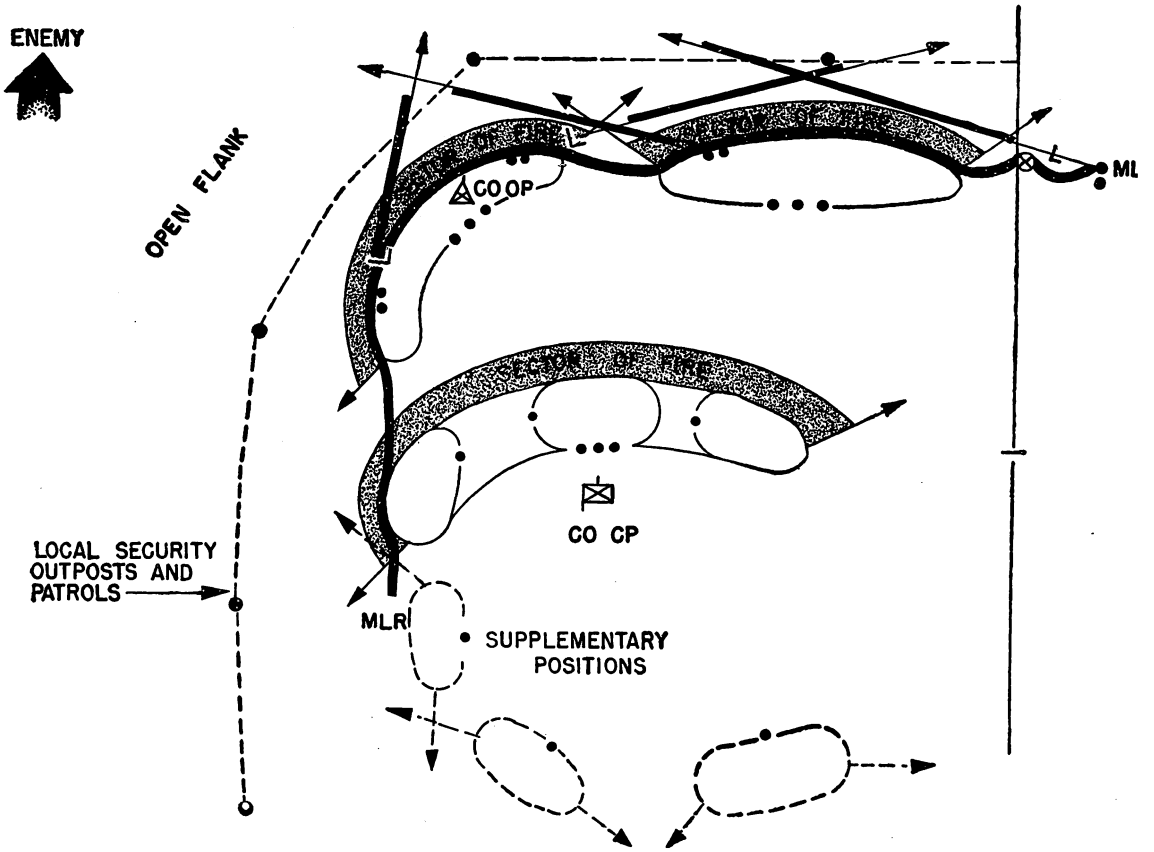

FIGURE 41.—Distribution of platoons and platoon sectors of fire when one of the company's flanks is open.

approach into the company rear area from the main line of resistance.

(*b*) The primary mission of the reserve platoon being to support the front line platoons by fire, it must be located where it can bring fire to bear forward of the main line of resistance. This is accomplished by firing between gaps in the main line of resistance and, if located on suitable terrain, by delivering fire beyond the main line of resistance over the heads of friendly troops. The position selected must therefore be within 500 yards of the main line of resistance.

(*c*) The reserve platoon cannot be located closer than 150 yards from the front line platoons or it will be vulnerable to enemy fire directed at the main line of resistance.

(*d*) Whenever possible a position is chosen from which the reserve platoon can also accomplish its mission of protecting the company flanks and rear. If not possible to accomplish this effectively from the same position, supplementary positions must be prepared. The same holds true for the reserve platoon's position within a company which is defending an open flank (fig. 41).

(*e*) A force smaller than a company seldom undertakes a counterattack. The reserve platoon may be used in unusual circumstances, however, to mop up limited penetrations in the main line of resistance by a small number of the enemy.

(*f*) The reserve platoon is usually kept intact and in a position where it can protect the most important terrain feature or avenue of approach into the company position. In broken terrain, or in other unusual circumstances, it may be split and placed in positions from which it can defend tactical localities of equal importance.

(*g*) The reserve platoon is seldom disposed over ground exceeding the maximum width of a front line platoon (par. 10–65*a*(2)). Because of its numerous missions, however, it will usually have more ground to cover than the

other platoons within its own company. It prepares its defensive positions in the same manner.

(4) *Security.*—(*a*) The company commander must provide local security for his company at all times. Outguards and patrols must be placed in front of the main line of resistance to give warning of the enemy approach. Patrols should proceed and outguards be placed no farther forward than 400 yards from the front lines. The number of outguards and patrols as well as their size depends on the terrain (particularly the degree of observation possible) and enemy situation. In normal circumstances two of fire team strength should suffice. The patrols operate between outguards, in open terrain at night, and in covered areas during daylight.

(*b*) The locations of combat outposts or other security placed in front of the main battle position by battalion are made known to the company commander. He is thus enabled to place his own security properly and warn his men of friendly troops to the front.

(*c*) In defending an open flank, timely warning of the enemy attempts to envelop the battle position is ensured by placing outguards and patrols to the flanks and rear (fig. 41).

(5) *Company observation and command posts.*—(*a*) The observation post is the position from which the company commander will conduct his defense. It should therefore be in the vicinity of the main line of resistance and in a position from which most of the company defense area and area to the front of the company's portion of the main line of resistance can be observed. The observation post must be well dug in and concealed. Communication with platoons and battalion (radio and telephone) must be available in the observation post. Covered routes of access and egress between the observation post and lower adjacent, and higher echelons are also desirable.

(*b*) The position selected for the company command post should possess cover, concealment, and covered routes of communication. To avoid enemy fire directed at the main line of resistance, it should be located at least 150 yards from the front line platoons. If located within the defense area of the reserve platoon, the command post is protected by that unit. The command post is the center of communication, supply, evacuation, and administration. It is usually controlled by the executive officer and the first sergeant (chief petty officer).

b. Company fire plan.—(1) *General.*—The company fire plan includes the fires of all three rifle platoons. After the missions and locations of the machine guns have been assigned by the battalion commander, it is formulated by the company commander. It is built around and integrated with the plan for machine guns both on the main line of resistance and in depth.

(2) *Front line platoons.*—The fire plan for the front line platoons must include coordination of fire with units on the company flanks. It must cover by fire the gaps between platoons and avenues of likely enemy approach. The dead space left along the main line of resistance (areas not covered by MG grazing fire) must be covered by other weapons and all supporting weapons must be protected by riflemen. Fire must also be planned to cover the open flanks which may exist.

(3) *Reserve platoon.*—(*a*) The reserve platoon must be able to cover by fire any dangerous avenues of approach leading from the main line of resistance into the company rear area. It must be able to assist by fire the front line platoons in defense of the main line of resistance. To accomplish this, the platoon brings fire to bear in front of the line by firing through gaps or, when on suitable terrain, overhead of the front line troops.

(*b*) The reserve platoon covers by fire an open flank by tying in its fire plan with that of the forward platoon on the open flank.

(4) *Machine guns.*—(sec. XII).

c. Ground organization.—(1) *Priority.*—If not already specified by the battalion defense order, the company commander decides on the priority of ground organization. The usual priority is:

(*a*) Clearing fields of fire.

(*b*) Digging foxholes and emplacements.

(*c*) Constructing obstacles, to include tactical and protective wire.

(*d*) Constructing company command and observation posts.

(*e*) Digging communication trenches.

(2) Camouflage measures begin on arrival

on a position and continue as long as the position is occupied.

(3) *Details.*—(Sec. IX).

d. Reverse slope defense.—When the main line of resistance runs along the reverse slopes of hills and ridges, the company organizes its defense in the same basic manner as when forward slopes are occupied. The following special considerations must be borne in mind however:

(1) *Importance of high ground crest.*—The highest crest immediately forward of the reverse slope position must be controlled by the fire of the defending forces. If the enemy gains a foothold on such high ground, the reverse slope position will probably become untenable.

(2) *Local security.*—Strong local security must be sent forward to protect the crest against all but a strong enemy attack and to give warning of the enemy's approach. Such local security occupies the forward slope of the high ground. Four or more fire teams, reinforced by one or more sections of machine guns normally constitute such local security. They are spread at intervals along the forward slope in front of the company reverse slope position. Their mission is to delay and disorganize an attacking enemy and, if possible, to prevent him from occupying the crest. They are to withdraw to the reverse slope before the enemy assaults their positions. Troops to provide such local security are usually drawn from the reserve platoon.

(3) *Front line platoons.*—(*a*) Front line platoons organize their defense of reverse slopes in the same manner as they do on forward slopes. They should be located between 100 and 500 yards from the crest.

(*b*) Their fire must cover the crest and the ground between the main line of resistance and the crest.

(4) *Reserve platoon.*—When possible, the reserve platoon should occupy the forward slope of the next high ground to the rear. It should not be so distant as to be unable to assist by fire the front line platoons in the same manner as prescribed for the defense of forward slopes.

e. Night defense.—Specific measures for strengthening the company defense at night are:

(1) Place small units from the reserve platoon in the gaps between defensive positions on the main line of resistance. Such gaps are normally covered by observation and fire only during daylight.

(2) Draw local security closer to the main

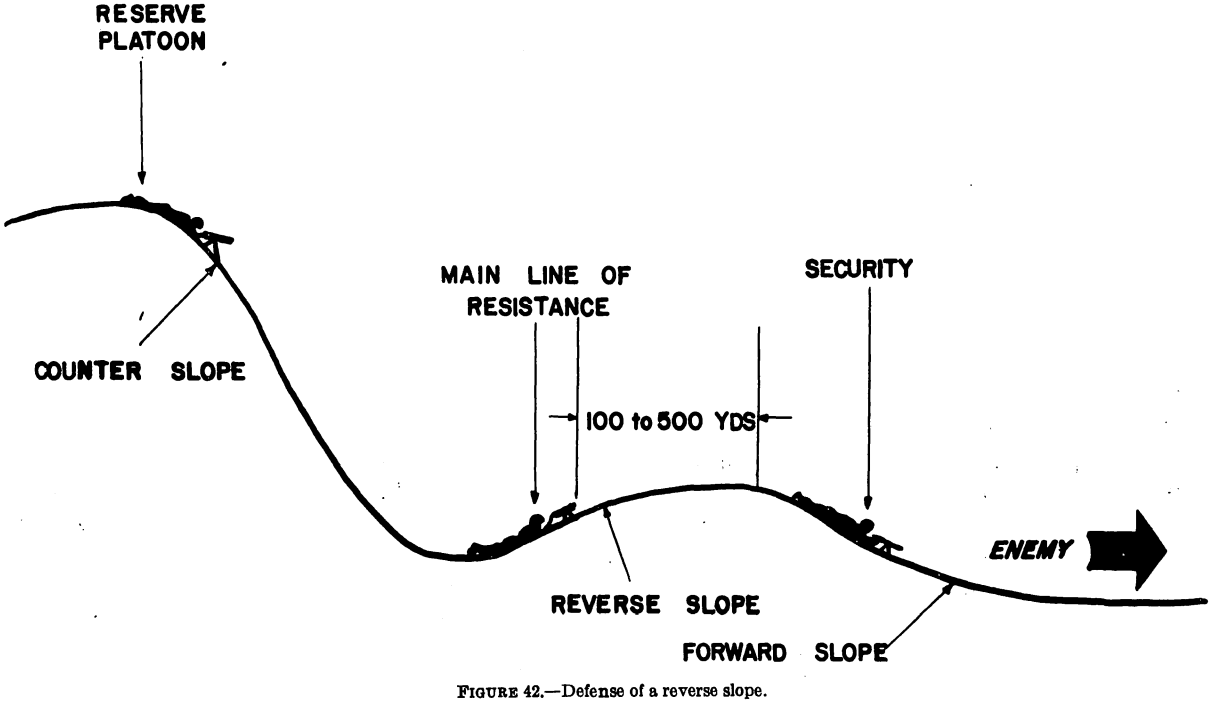

FIGURE 42.—Defense of a reverse slope.

line of resistance and increase the number of outguards and patrols.

(3) In selecting defensive positions at night, consideration should be given the danger of silhouette against the skyline, and the advantages to be gained by forcing an attacking enemy to silhouette himself.

(4) Use of trip wires, tin cans, and other means to give warning of enemy approach.

(5) Preparation for illumination by supporting arms, as well as grenades in case of enemy attack. Such illumination should be arranged to illuminate only the enemy. It should be used sparingly except when actually under attack.

10–77 CONDUCT OF THE DEFENSE.—*a. General.*—To conduct the defense successfully, the company commander must first prepare and organize his position as thoroughly as time allows.

b. Warning of enemy attack.—The company will be warned by the local security placed to the front and flanks. After giving the warning of an attack in force by the enemy, the security outposts and patrols withdraw to the main line of resistance. When he spots the enemy the company commander immediately notifies battalion of the attacker's size, location, and direction of advance.

c. Communications in the defense.—Communications means are vital to the successful conduct of the defense. Runners and visual signals are the basic means of communications. However, radios, telephones, and any other available equipment should be employed to the fullest possible extent.

d. When the enemy has advanced to 500 yards from the main line of resistance, the company commander directs his riflemen and automatic riflemen to fire on targets of opportunity. Specified machine guns in close support and guns in depth in the company area also open fire when suitable targets appear. Guns zeroed on the final protective line should not fire at this time.

e. Final protective fires.—If the defensive fires do not stop the enemy, the company commander calls down the final protective fires when the enemy reaches the areas they cover. The surprise of the final protective line automatic weapons should slow the enemy's advance. When these fires are called for, all riflemen fire their sectors of fire and automatic riflemen fire their principal directions of fire. Depth machine guns, riflemen and automatic riflemen of the reserve platoon fire wherever necessary to assist the platoons on the main line of resistance. The company commander must ascertain that all weapons are firing their assigned missions. He must take any action necessary to correct faults in his fire plan or its accomplishment. When the enemy is repelled, he orders the final protective fires to cease. Other weapons continue to fire on profitable targets within their sectors of fire, but at a reduced rate.

f. Enemy penetrations.—If the final defensive fires do not stop the enemy and he penetrates a portion of the main line of resistance, the company commander shifts his fire to the penetrated area. In doing so he must not weaken that portion of the main line of resistance still occupied by his own troops and under enemy attack. The reserve platoon and depth machine guns are the primary sources of fire for the penetrated area. Every unit in the company must hold its position. The penetration is contained and not allowed to increase in size. Withdrawal of company units will be only by order of battalion. The company commander must utilize initiative and use every available means to drive the enemy from his lines. He keeps battalion constantly informed of the situation.

g. Support of counterattack.—If the enemy penetration is contained but cannot be driven out by fire, the battalion commander may decide to counterattack with his reserve company. In this case the penetrated company will usually be ordered to give fire support to the counterattacking company.

h. Penetration in adjacent areas.—If the enemy penetrates the lines of an adjacent unit, it is likely a company flank will be endangered. The company fires must therefore be shifted to protect the threatened flank. If possible, permission to fire into the adjacent company area is requested from battalion. Inter-company coordination will suffice in most cases however. It may become necessary to move the reserve platoon into previously prepared supplementary positions to protect the exposed

flank or rear from envelopment. Previous plans must envision such possibilities, so whatever action is necessary will be executed before an enemy attack in force can begin.

i. Supply.—An additional problem of the company commander and one that cannot be minimized, is that of supply and evacuation. Preliminary planning must include enough on-position ammunition, food, water and other necessities to see the company through any sort of attack within the enemy's capabilities. Resupply and evacuation plans, before the enemy attacks, will save the commander a great deal of effort at a time when his tactical direction becomes a full-time job.

10–78 RESERVE COMPANY.—The reserve company has four missions which are explained below.

a. Increasing the depth of the battalion.—The reserve company organizes positions to extend the depth of the battalion in the same manner as does the reserve platoon within the company. The reserve company is given an area to defend as well as additional missions. Quite often the critical terrain feature of the battalion defensive area will be in rear of the main line of resistance. In such cases the reserve company will defend that feature. Platoon defense areas of the reserve company should be within supporting distance (500 yards) of the forward limits of the reserve platoons of the front line companies. So they will not be vulnerable to dispersion of fires directed at such units, they should not be within 150 yards of friendly platoons to their front. Disposed in such a manner, the reserve company organizes its defense area and fire in the same manner as front line companies.

b. Protecting battalion flanks.—It is best if the reserve company can accomplish this mission from its original position in depth. When there are no friendly units adjacent to the battalion, the reserve company takes measures to protect the exposed flanks and rear. When the terrain necessitates both depth positions and supplementary flank-protecting positions, the company may remain mobile, prepared to occupy any position threatened by the enemy. Such a mobile status, however, has the prerequisite of covered and concealed routes of approach to all positions.

c. Counterattacking.—(1) When a portion of the battalion defense area has been penetrated and the enemy cannot be ejected by fire, the reserve company may be ordered to counterattack. The battalion defense order should list possible routes of enemy penetration in the order of their probability. It is a duty of the reserve company commander to prepare plans for counterattack against all the probable penetrations so listed. The plans, including overlays, sketches, and supporting fire plans, are submitted to battalion for approval.

(2) Each counterattack plan should include covered routes of approach to the line of departure. The entire counterattack will usually be confined to the battalion area. However, should routes of approach through an adjacent battalion area be necessary, coordination with the adjacent battalion commander must be effected at the times of planning and execution.

(3) The objective of a counterattack by the reserve company is rarely beyond the limits of the battalion defense area. The enemy is not pursued beyond the main line of resistance, except by fire, without orders from higher authority.

(4) The commander of the reserve company should include machine gun fire missions in his counterattack plans. Consultation with machine gun officers will be necessary for effective plans. The main purpose of machine gun fire in this instance is to check the penetration by concentrating fire at its base. This will interfere with the enemy's ability to reinforce the penetrating forces, and will be less dangerous to friendly troops than would area coverage. The aim of the counterattack is to hit the enemy on his flank or weakest shoulder as he enters a position. It should occur as early as possible so he will be caught at his most disorganized moment.

(5) Upon approval by battalion, the counterattack plans are made known to the other company commanders within the battalion.

(6) The following information is included in an approved counterattack plan:

(*a*) Company assembly area location.
(*b*) Route to line of departure.
(*c*) Location of line of departure.

(*d*) Formation from assembly area to line of departure.

(*e*) Objective.

(*f*) Maneuver plan.

(*g*) Preparatory fires by supporting weapons.

(*h*) Signal to lift preparatory fires.

(*i*) Subsequent supporting (on call) fires.

(7) Counterattack plans are given appropriate designations, such as Plan Alpha, Plan Bravo, when more than one exist. They are put into effect only on order of the battalion commander. The reserve company will not ordinarily be committed until all other efforts have proved unsuccessful. Once the order is given, however, the plan is carried out without further hesitation. Speed, energy, and determination are essential. A sudden and vigorous assault on the enemy's flank just at the moment he is most disorganized will succeed. A half-hearted, ponderous movement will prove costly or fail completely.

d. Establishing combat outposts.—The reserve company is often assigned the mission of furnishing the personnel for battalion combat outposts. Details for this are covered in chapter 8.

SECTION XIV

THE NAVAL LANDING PARTY BATTALION IN DEFENSIVE COMBAT

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General	10–79	524
Organization of the defense	10–80	524
Conduct of the defense	10–81	528

10–79 GENERAL.—*a. Battalion defense area.*—(1) The size and location of the battalion defense area depend on the mission, terrain, and the enemy and friendly situations. Only portions of the area are physically occupied by troops and weapons. The unoccupied parts are defended by fire and/or maneuver of troops occupying positions within the defense area.

(2) The width of the battalion defense area can be from 1,200 to 2,400 yards, depending upon vegetation, terrain, and fields of fire. The depth is usually between 800 and 1,400 yards.

b. Battalion commander's reconnaissance.—Whenever time permits, the battalion commander, accompanied by designated staff members, makes a physical reconnaissance of his defense area. When time limits or does not permit such a reconnaissance, a map study may supplement it or take its place.

10–80 ORGANIZATION OF THE DEFENSE.—*a. Tactical organization.*—(1) *Selection of the main line of resistance.*—(*a*) The battalion defense plan is based on the location of the main line of resistance. The strongest fires of the battalion are concentrated immediately forward of this line. The battalion commander must designate its general trace. It is a line connecting the forward edges of the most advanced defensive positions to be occupied. In designating this line, the battalion commander is actually choosing the advanced positions to be occupied by his rifle companies. The main line of resistance chosen by battalion, and the actual positions chosen by company are selected to take advantage of the natural defensive strength of the terrain.

(*b*) The main line of resistance should be an irregular rather than a straight line. This facilitates the development of flanking fires and helps conceal the trace of the line. Deep salients and retrenchments, however, should be avoided.

(*c*) The main line of resistance may run along the forward slopes of hills and ridge lines, the reverse slopes, or along a combination of both. The decision rests with the battalion commander and is based on his evaluation of the terrain.

(*d*) When operating alone, the battalion main line of resistance includes primary positions which protect the flanks as well as the forward primary positions facing front. When the enemy situation, especially his location, is unknown, the battalion commander may extend the main line of resistance completely around the battalion defensive area. This enables him to defend against attack from all directions and is known as a perimeter defense.

(2) *Distribution of companies.*—(*a*) The tactical organization of the front line battalion in the defense usually consists of the two companies on the main line of resistance and one in reserve (fig. 43). All three are mutually supporting.

(*b*) A battalion operating alone against an unknown enemy situation normally distributes its companies in a perimeter defense. Each company organizes its defenses on the generally circular main line of resistance. This gives the battalion defense against enemy attack from any direction.

(3) *Forward company defense areas.*—(*a*) *Frontage and depth.*—In assigning frontages to front line companies, the battalion commander divides the main line of resistance and the forward portion of the battalion defense area as equally as practicable between them. The frontage assigned each company depends largely on the fields of fire to the front of each company area. The frontage should not exceed 1,200

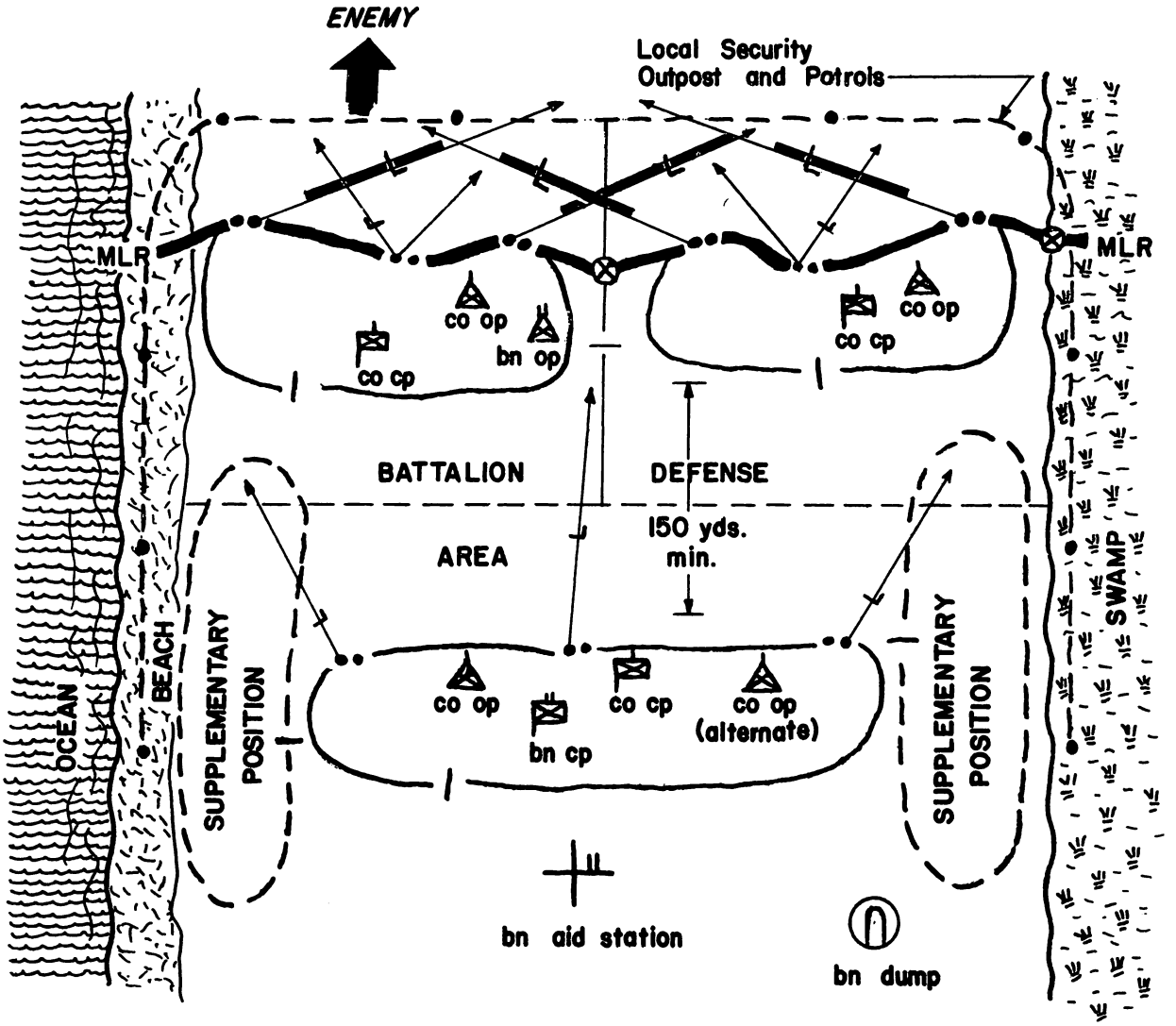

FIGURE 43.—Distribution of companies when battalion flanks are protected.

yards, but may be as little as 600 yards, depending on the terrain, foliage, and other factors mentioned in section XIII. The depth of the front line companies depends mainly on the position of the reserve company. It should not exceed 700 yards.

(*b*) *Boundary.*—A fixed boundary is placed between companies in the defense. This is to avoid a division of responsibility for the defense of critical terrain features or avenues of approach. These boundaries should extend at least 500 yards forward of the main line of resistance and rearward to the extent of the company defense areas. The organization of the forward company defense area is covered in section XIII.

(4) *Reserve company position.*—(*a*) Normally, the position selected by the battalion commander for the reserve company possesses the maximum natural defensive strength within the battalion area. At the same time it should allow the reserve company to limit penetrations of the main line of resistance and to support the forward companies by fire. The key terrain feature in the battalion area is quite often the responsibility of and position for the reserve company. The company should be within maximum effective rifle range (500 yards) of the forward companies. It should be no closer than 150 yards. Otherwise it would be vulnerable to fires directed at the main line of resistance.

(*b*) When one or both of the battalion flanks are open, elements of the reserve company are assigned positions which protect the open flank or flanks (fig. 44). Supplementary positions which further protect the exposed areas are also assigned the remainder of the company.

(*c*) A battalion in perimeter defense has no actual reserve. When the enemy attacks, the unengaged inner perimeter is considered the reserve (fig. 45).

(5) *Battalion installations.*—*a. Observation posts.*—The battalion commander supervises the conduct of his defense from the observation post. One, on or near the main line of resistance will normally suffice. However, when one does not offer observation of most of the battalion front and areas of likely penetration, supplementary posts are chosen. Observation posts are usually located on high ground. They should be carefully concealed and possess covered routes of communication. The commander occupies the observation post when enemy attack becomes imminent. He must have facilities for communication with subordinate commanders in order to control fire and maneuver.

(*b*) *Command post.*—Whenever possible the command post is located in a covered and concealed position. Covered and concealed routes of approach are desirable also. The best position is normally within the defense area of the reserve company. The command post is the center of battalion communication, administration, operations, and supply.

(*c*) *Aid station.*—The aid station is usually located in the rear area of the battalion, near the command post. It should be in a covered and concealed position along the easiest and

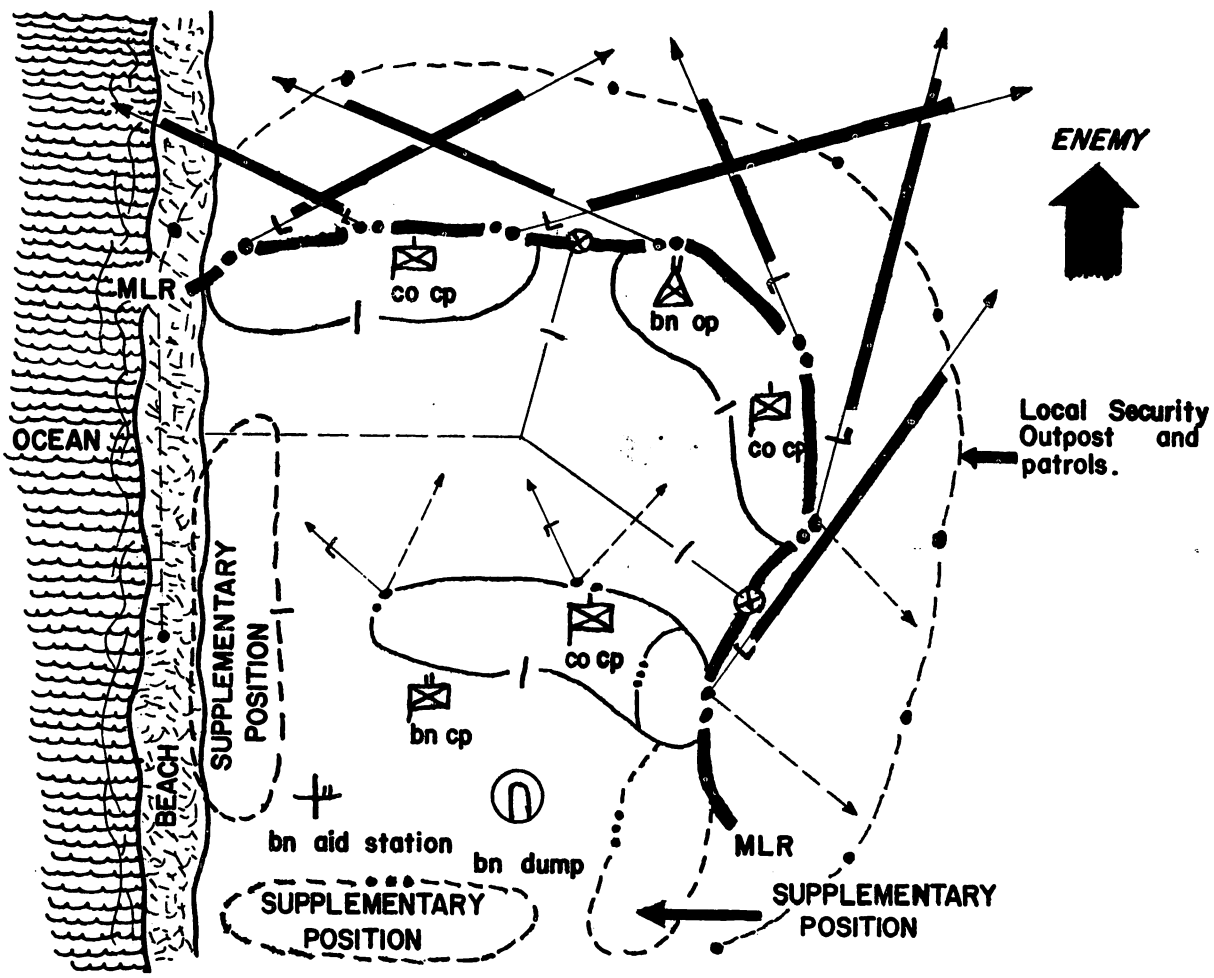

FIGURE 44.—Distribution of companies when one battalion flank is open.

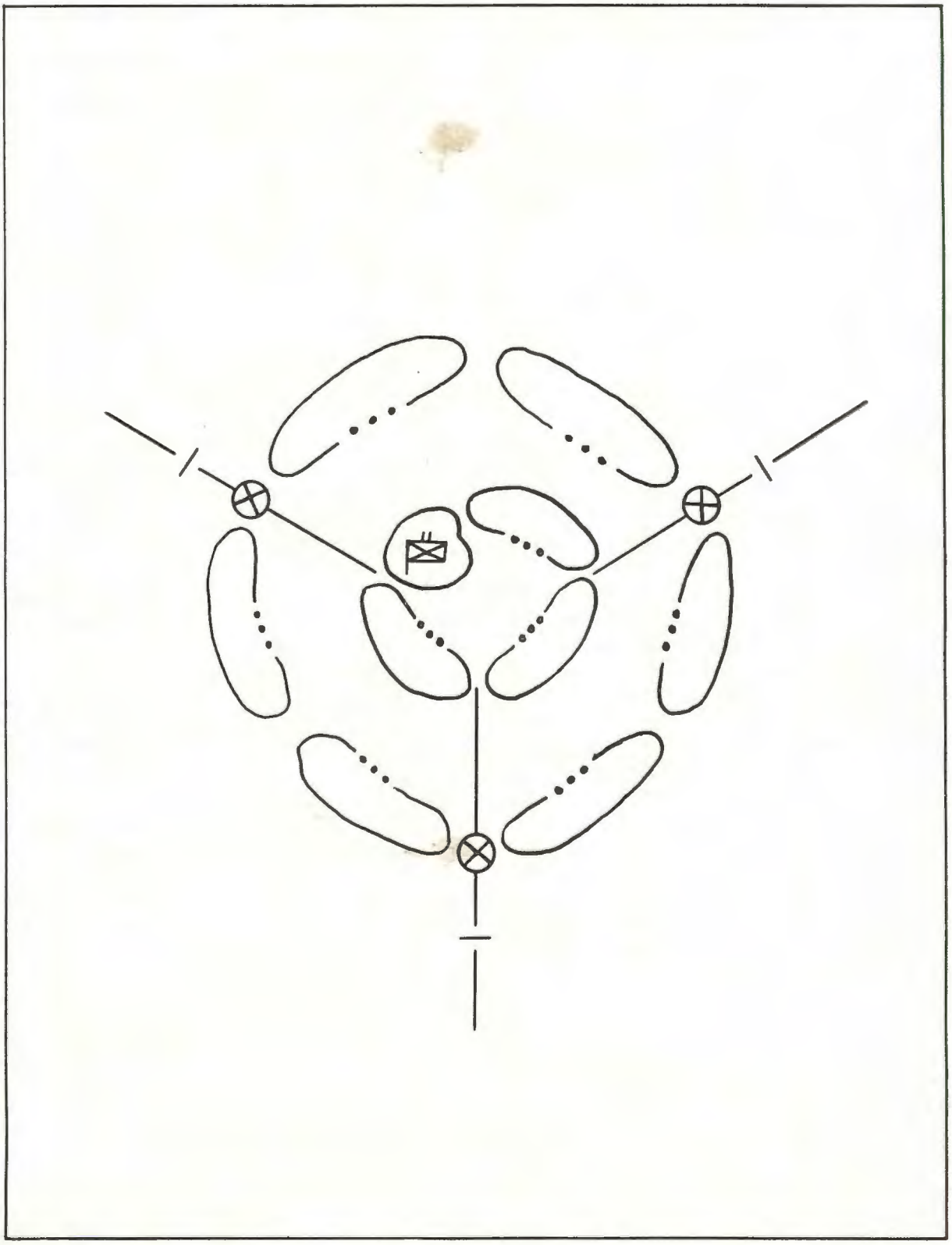

FIGURE 45.—Distribution of companies when battalion flanks are open and enemy situation is unknown (perimeter defense).

most natural routes of egress from the front lines to the beach or next higher echelon aid station.

(*d*) *Supply point.*—The supply point is located in a covered and concealed position with good routes of communication to the rear and accessible to carrying parties from the front line companies.

(*e*) A battalion in perimeter defense places these installations near the center of the perimeter.

(6) *Security.*—(*a*) *Combat outpost.*—In the tactical organization of the defense, the battalion commander is concerned with the location of combat outposts as part of battalion security. He will normally designate the general positions for outposts along the most probable routes of enemy advance. The responsibility for manning outposts will usually be assigned to the reserve company. An outpost is usually located between 800 and 2,000 yards from the main line of resistance. Chapter 8 gives full details of outposts.

(*b*) *Local security.*—In addition to combat outposts, the battalion commander will usually direct certain local security measures be taken by front line companies. Such measures will usually be in the form of outguards immediately forward of the main line of resistance. Exposed battalion flanks should also be protected by local security, manned either by the front line companies or the reserve. When in a perimeter defense, local security surrounds the entire battalion main line of resistance.

c. The battalion fire plan.—(1) *Object of the fire plan.*—The object of the battalion fire plan is to take the enemy under fire as he enters the zone of surveillance by the combat outpost, hold him in an increasingly heavy volume of fire has he approaches the battle position, stop his assault by a dense band of closely coordinated fire immediately in front of the battle position, limit any penetration of the position by prepared fires within the position, and eject him from the position by a combination of prearranged fires and counterattack.

(2) *Details of fire plan.*—The battalion fire plan can be divided into: (*a*) *Long range fires.*—Fires by naval gunfire, air, and any other long range supporting weapons available on enemy installations outside the range of small arms.

(*b*) *Close defensive fires.*—Fires from and in support of the combat outpost on targets of opportunity as the enemy approaches the main line of resistance.

(*c*) *Final protective fires.*—Closely coordinated bands of interlocking grazing fire immediately forward of the main line of resistance.

(*d*) Fires within the position from weapons in depth, which limit penetrations in the main line of resistance and support counterattacks.

(3) *Machine guns.*—Machine guns are located by the battalion commander in two types of positions, on the main line of resistance, and in depth. Their missions, in both cases are explained in section XII.

(4) *Naval gunfire.*—Section XV explains the use of naval gunfire in support of the naval landing party battalion in the defense.

c. Organization of the ground.—(1) *Priority.*—The battalion commander assigns a priority for the tasks involved in the organization of the ground. The usual priority is clearing fields of fire, digging foxholes and emplacements, construction of obstacles.

(2) *Details.*—Section IX.

d. Battalion defense order.—Chapter 9, Basic Combat Techniques.

10–81 CONDUCT OF THE DEFENSE.—*a. Action of the combat outpost.*—A defending force makes its first direct contact with an attacking force forward of the outpost line of resistance. The combat outpost opens fire at long range, supported when possible by naval gunfire, air, and any other available supporting arm. Members of the outpost withdraw to the main line of resistance along predetermined routes, before the enemy can launch an assault against their positions.

b. Enemy approaches the main line of resistance.—When the enemy arrives within 500 yards of the main line of resistance, rifles, automatic rifles, and selected machine guns open fire on targets of opportunity. Available supporting weapons, under the control of spotters on observation posts, may continue to fire.

c. Final protective fires.—As the enemy comes within the zone covered by the final protective

fires of machine guns on the main line of resistance, the final protective fires of all weapons are called down. This is usually done by the commander of the company under attack, but may be done by platoon leaders if so authorized. Final protective lines should be fired only where the enemy is actually attacking so as not to disclose unnecessarily the positions of weapons in other portions of the main line of resistance. When they are called down, machine guns fire their final protective lines; rifles, their sectors of fire; and automatic rifles, their principal directions of fire. Weapons in depth fire wherever possible to support the main line of resistance.

d. Penetration.—If the enemy is not stopped by the final protective fires, he is engaged in hand-to-hand combat by troops on the front lines. There is no retreat unless ordered by higher authority. When a penetration actually occurs, the reserve company opens intensive fires on the base of the enemy penetration. This limits the enemy ability to reinforce the penetrating forces and the penetration is thereby contained.

e. Counterattack.—If the penetration cannot be driven back by fire alone, the battalion commander may order a counterattack by the reserve company. However, if extremely heavy enemy fire is falling on the route to the line of departure for the counterattack, the reserve may be left in position from where it can continue to limit the penetration. When the counterattack is ordered, it must be executed quickly and with vigor. It is supported by prearranged fires of the whole battalion.

f. Enemy threatens open flank.—When an open battalion flank is threatened by enemy attack, elements of the companies protecting such flanks from their primary positions conduct the defense as do units defending against frontal attack. If the enemy threatens envelopment, the battalion commander moves necessary elements of the reserve into their previously prepared supplementary positions in time to counter the enemy's move. Warning of the enemy maneuver will come from the local security placed on the open flanks. The commander must exercise caution in such a case. An enemy flank maneuver may turn out to be merely a feint or secondary attack intended to pull defenders away from the main line of resistance.

g. Conduct of perimeter defense.—When the battalion has adopted a perimeter type defense, with all three companies on the main line of resistance, the defense is conducted in the same manner except that elements of the inner perimeter constitute the reserve.

SECTION XV

NAVAL GUNFIRE SUPPORT

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Organization	10–83	530
Control	10–84	530
Naval gunfire support requests	10–85	530
Conduct of fire	10–86	530

10–82 GENERAL.—Since naval landing parties may ordinarily be employed only against lightly organized defenses, the employment of naval gunfire may be regarded as unusual, although certain specific targets may require destruction. Naval gunfire support of a naval landing party operation consists of:

a. Preparation of the selected area for landing.

b. Isolation of the landing area.

c. Support of the landing party.

10–83 ORGANIZATION.—Because of the composite and impromptu nature of the naval landing party, provisions for adequate means of gunfire control assumes the same characteristics. Shore fire control parties must be improvised and will probably include Navy and Marine Corps personnel. Communications equipment for the party will be a major problem. Shipboard organization for fire support remains normal, although ships' personnel may require rehearsals and extensive briefings in cases where more than one support ship is involved.

10–84 CONTROL.—In the case of a single ship supporting a single landing party, the ship's captain may retain full control, basing the fire support on the requests of the landing party commander. As the number of ships and parties increases, the problem becomes more complex. The complexities may be resolved by assignment of direct support missions to various ships for specific landing parties, or elements of a large landing party, and of general support missions to other ships for the landing party as a whole. When direct and general support missions have been assigned, fire support requests for target of opportunity fires flow directly from supported unit to supporting ship. Prearranged and scheduled fires may be arranged by the landing party commander with the ship's captain (in cases where one ship is providing all support) or with the task element, unit, or force commander, as appropriate.

10–85 NAVAL GUNFIRE SUPPORT REQUESTS.—A naval gunfire support request must contain the following basic information and is transmitted in the sequence indicated:

a. Warning order.

b. Location of target.

c. Nature of target.

d. Classification of fire.

e. Method of fire.

f. Ammunition.

g. Fuze.

h. Control.

10–86 CONDUCT OF FIRE.—Full information about spotting procedure, communications, and conduct of fire may be found in ATP4, *Allied Spotting Procedure For Naval Gunfire Support* and LFM 21, *The Shore Fire Control Party.*

SECTION XVI

AVIATION

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General	10–87	531
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Air support requests	10–89	531

10–87 GENERAL.—Aviation may be used in support of naval landing party operations to:

a. Obtain intelligence information needed for initial planning and conduct of operations.

b. Gain and maintain local air superiority.

c. Isolate the battle area.

d. Reduce hostile defenses prior to contact.

e. Attack ground targets throughout the battle area.

f. Provide direct troop support to include close air support operations, deep air support, combat air lift of troops, photography and reconnaissance, delivery of supplies, the evacuation of casualties, and tactical and gunnery observation.

10–88 CONTROL.—*a.* The control of air support is organized as follows:

(1) An air control agency at the highest echelon of command.

(2) Tactical air control party with the naval landing party battalion and to smaller units if operating independently. Personnel for the tactical air control party are not provided in the organization of the naval landing party indicated in chapter 1, but must be made available in the event air support is to be utilized.

b. The control procedure for air support is as follows:

(1) Air control agency, in radio communication with supporting aircraft and with tactical air control parties ashore, controls and directs air support missions in accordance with naval landing party requirements as requested by the tactical air control parties.

(2) Tactical air control parties, trained in air support procedure, furnish advice to ground unit commanders to which attached and prepare and submit ground commanders' requests for air support to the air control agency.

c. Control of aircraft executing an approved mission may be exercised by the air control agency or may be delegated by that agency to the tactical air control party originating the request.

10–89 AIR SUPPORT REQUESTS.—*a.* An air support request for an attack mission must contain the following basic information:

(1) Priority of target.
(2) Nature of target.
(3) Location of target.
(4) Fixed or transient target.
(5) Target marking information.
(6) Ordnance desired.
(7) Direction of attack.
(8) Desired time of attack.
(9) Location of nearest friendly front lines and whether or not marked.
(10) Tactical air control party can or cannot observe.
(11) Additional remarks.

b. Prior to requesting an attack mission from the control agency, some means of marking positions of friendly troops must be devised. Whatever is used must be easily discernible from the air. Some of the most common markers used are as follows:

(1) Colored panels.
(2) Smoke pots or smoke grenades.
(3) Prominent terrain features such as rivers, roads, railroad tracks, etc.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 11

SPECIAL OPERATIONS

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SECTION I

GENERAL

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General	11–1	537

11–1 GENERAL.—Special operations are those which require special technique. Special tactics become necessary because of the characteristics of the operating area, the nature of the operation, the operating conditions, or any combination of these factors. The principles of fire and maneuver, surprise, security, and control continue to apply. However, their emphasis may shift because of the special nature of the mission. The highest type of leadership, discipline, and training are required in these operations.

SECTION II

NIGHT COMBAT

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11–2 GENERAL.—*a.* Night operations including attacks, patrols, raids, marches, and withdrawals seek to gain the advantage afforded by the protective covering of darkness. In spite of the inherent difficulties of night operations, they may be employed by forces properly trained to overcome these difficulties and to exploit the advantages. All landing party personnel should receive this training. Night operations are carried out to complete or exploit a success, to gain important terrain for further operations, to avoid heavy losses which would be incurred by movements in daylight over open terrain, or to capitalize on the surprise inherent in night combat. Darkness also presents special problems to the unit in defense.

b. Night combat generally is characterized by a decrease in the effectiveness of aimed fire; by a corresponding increase in the importance of close combat; by the fire of fixed weapons which were laid on definite targets or areas by day; and by difficulty in movement, in troop leading, and in maintaining control, direction, and contact. Night attacks psychologically favor the attacker who knows what he is doing, whereas the defender is assailed by doubts, apprehensions, and fear of the unknown.

c. Decrease in the effectiveness of enemy fire permits the use of closer formations without exposure to excessive losses. Since it is difficult for a unit to maintain control and direction, its objective should be close and easily identified. To the extent that detailed plans can be completed in advance, deeper objectives can be reached by a succession of limited objective attacks. Each new attack is launched from the objective of the preceding one. To the degree that artificial illumination eliminates the difficulties of control and movement, deeper objectives can be assigned. The night-time restiveness of the troops increases the effect of surprise obtained by the offense and the importance of security measures on the part of the defense.

d. As a rule, night combat can be conducted successfully only when there is time for the preparation and distribution of a well-conceived plan and for thorough reconnaissance by all leaders during daylight. Simplicity of plan, careful preparation, secrecy, surprise, direction, control, and cohesion in execution are prerequisites of a successful night attack.

e. In night combat, the influence of unit commanders on their troops is greatly diminished. Tactical operations and troop leading are more difficult. The uncertainties of combat exercise a greater influence than in daylight operations.

f. Surprise is essential in night operations. All preparations must avoid betraying the attacker's locations and intentions.

g. Difficulties increase with the size of the command. Night operations therefore, are undertaken on a limited scale, with limited

objectives, and only after thorough training and rehearsal.

11–3 NIGHT ATTACK.—*a. Illumination.*—(1) Night attacks may be classified as nonilluminated and illuminated. The selection of the type of night attack is based on the terrain, the tactical situation, the experience of the troops, and the availability of equipment. When illumination other than indirect lighting by searchlights is used, the attacker may sacrifice much of the secrecy ordinarily obtained at night. However, a skillful use of battlefield illumination, over a period of time in a sector, may provide an excellent cover plan. It deceives the enemy as to the exact location of the real attack. Such a cover plan may include extensive illumination beyond both flanks to conceal the exact attack area.

(2) A nonilluminated night attack uses only light from natural sources. It cannot go deep into the hostile position because of control and direction difficulties. The objective should be a specific area or terrain feature, close to the hostile front. Its width and depth should allow capture by a single assault. It should be well defined and easily recognizable at night. Daylight observation of the objective and of the terrain leading to it is essential. Direction is maintained by following existing features such as roads, fences, hedges, and pole lines. Improvised directional aids such as engineer tape, telephone wire, or electronic devices will also assist. Nonilluminated night attacks are made when secrecy must be maintained.

(3) An illuminated night attack is made with artificial illumination. The battlefield may be illuminated by searchlights, flares, mortar, artillery or naval gun projectiles or a combination of all. When an illuminated night attack is made with a degree of visibility which approximates daylight, it may penetrate deeper into the enemy position than a nonilluminated attack. In such cases, the principles of daylight operation apply. In other situations, it may be desirable to maintain maximum secrecy in the assault of the initial objective by using a nonilluminated attack. The continuation of the attack to successive objectives may be made with illumination.

b. Illumination by searchlight.—Battlefield illumination by searchlight is divided into two classes—direct light and indirect light.

(1) When used for direct lighting, the searchlights are placed in positions to shine directly on the target area. The intensity obtained on the target area varies with the range, the number of searchlights, the atmospheric conditions, and the presence of smoke and dust. Under good conditions, visibility approximates daylight. This method normally is used for target designation, adjustment of fire, observation of an area, blinding effect on the enemy, and deception. Direct lighting by searchlights is not practicable in all situations or for prolonged periods. Immediate enemy reaction will require early displacement of the lights.

(2) Searchlights used for indirect lighting are placed in defilade. The light is obtained either by reflection from the clouds or by diffusion of the beams. The factors governing the intensity of direct light also determine the intensity of indirect light. Under good conditions, its intensity will approximate that of a half moon. Indirect lighting normally is used to aid movement to assembly areas and attack positions, movement forward of the line of departure, observation and control of the attack, and movement of reserves and supplies. If the searchlights are in defilade, this method can be used for relatively long periods.

c. Illumination by flares.—Flares may be fired by ground projectors, rifle grenade launchers, mortars, artillery and naval guns. They may also be dropped from aircraft. Light intensity depends on the type, size, and number of flares used. Parachute-type flares require particular attention to wind velocity and direction. If they drift above or behind the attacker, the defender is given a distinct advantage. Parachute flares should be placed over or behind the hostile position so it will be outlined for the attacking troops.

11–4 FIRE SUPPORT.—Night attacks may be classified further as supported or unsupported. It must be remembered that support element as used herein refers only to plans for actual use of fire support. An unsupported attack includes secondary plans for support. It remains classified as unsupported, however, until those plans are put into effect.

a. A supported night attack is made by using supporting fires before, during, and after the attack. Such a night attack, either nonilluminated or illuminated, is made when the attack is against a well organized position and surprise is neither possible nor desired. Supporting weapons (naval gunfire and air) may be used for preparatory fires during the attack, and for protective fires during and after the attack. Preparatory and supporting fires are employed as in any other attack. The protective fires isolate the objective and prevent or limit hostile counterattack. All these fires are conducted in conjunction with other planned fires throughout the area to conceal the exact location, direction, and time of the attack.

b. An unsupported night attack is designed to allow the assault unit to advance within assaulting distance of the objective without the aid of supporting fires. Such a night attack, either illuminated or nonilluminated, is employed when there is a probability of achieving complete surprise. Unsupported night attacks ordinarily are used against hastily prepared positions, when there is a strong likelihood that the outer defenses of the position can be bypassed quietly or eliminated. Supporting and protective fires are planned in the same manner as for a supported night attack, but these fires are withheld until the attack is discovered by the enemy. In some situations, the supporting fires may not be required. Once the assault on the objective begins, the planned protective fires are used to isolate the objective and to prevent or to limit hostile counterattack. Secrecy in movements forward of the line of departure is essential. Unless the attack already has been discovered, small groups encountered are disposed of by silent means (knife, garrote, etc).

11-5 RECONNAISSANCE AND OTHER PREPARATORY ACTIONS.—*a.* Regardless of the detailed instruction by the battalion commander, daylight reconnaissance by the company commander and his subordinates is essential. It should be supplemented by additional reconnaissance at dusk and after dark. The company commander places such restrictions on reconnaissance as are necessary to preserve secrecy.

b. The daylight preparation by the company commander includes the following:

(1) Procurement and study of aerial photographs.

(2) Prompt issuance of a warning order giving all available information, including place and hour for assembly of leaders.

(3) Checking equipment and physical condition of troops.

(4) Location of exact limits of the company objective and the most suitable approaches to it.

(5) Selection of the attack position, if this position is not given by the battalion commander. The attack position is directly behind the line of departure. If not clearly recognizable, it should be well marked.

(6) Reconnaissance and marking of the route from the assembly area to the attack position.

(7) Reconnaissance and marking of the exact point at which each platoon is to cross the line of departure.

(8) Designation and reconnaissance of the route of advance for each platoon beyond the line of departure. Reconnaissance is performed by platoon leaders, and includes employment of night patrols prior to the attack (*a* above).

(9) Determination of compass bearings for the advance of platoons beyond the line of departure. When the battalion commander prescribes the direction of attack, such direction is usually from the center of the area of dedeparture to the center of the objective. It will not necessarily be the same for individual companies or platoons.

(10) Selection by observation, if practicable, of line of probable deployment.

(11) Location of ridges, roads, hedges, telephone lines, or any other landmarks that may be used at night for direction and control.

(12) The issuance of the company order in time to permit subordinate leaders to make their reconnaissance before dark. Final details of the attack order are usually issued after all elements have completed their reconnaissance.

11-6 PLAN OF ATTACK.—*General.*—The plan for a night attack must be simple and detailed. Careful preparation is essential. No set method can be followed. The difficulties of maintaining direction, control, and contact vary directly with the degree of visibility exist-

ing at the time of attack. Methods must be varied accordingly. To plan the attack, the company commander's information of hostile forces (size, composition, and night dispositions), the contemplated action of friendly troops, and the terrain to be traversed, must be as complete and as detailed as possible.

a. The company commander obtains information of hostile dispositions:

(1) From the battalion commander.

(2) By contact with front line elements.

(3) By establishment of observation posts.

(4) By personal reconnaissance and that of his subordinates.

(5) By study of available aerial photographs.

(6) By patrolling. This is frequently the only source of detailed information concerning terrain, hostile outguards, and listening posts.

b. Information of friendly troops is obtained from the battalion commander, and by contact, by the company commander or his representative, with the units involved.

c. Detailed information of the terrain can often be augmented by night patrolling.

11–7 DIRECTION AND CONTROL.—The company commander takes advantage of every possible means of maintaining direction and control. Such means are:

a. Use of selected riflemen or machine gunners to fire tracers at the objective area.

b. Attack of only one objective.

c. Selection of open terrain favoring the advance.

d. Employment of guides for movements in rear of, and forward of, the line of departure. Competent guides frequently can be selected from patrols that have been over the area.

e. Designation of routes of advance along unmistakable terrain features, if such exist.

f. Designation of compass directions for each element of the company.

g. Employment of connecting files or groups, both laterally and in depth. The need for such elements will be determined by the visibility, the terrain, and the enemy activity.

h. Designation as base platoon of the platoon having the most easily identified route to follow.

i. Designation of the lateral and forward limits of the objective by unmistakable terrain features.

j. Regulation of the rate of advance. Advances are made from one recognizable terrain feature to another, if possible. Where no such terrain features exist, columns may be directed to halt after moving a given distance, after moving a prescribed number of steps, or at stated time intervals.

k. Halting of platoons briefly at the line of departure to aid coordination.

l. Retention of the company designated formation by platoon columns as long as practicable. Deployment as skirmishers should be delayed, if possible, until within 100 or 200 yards of the objective. However, it should be completed before coming within view of hostile sentries on or close to the objective.

m. Description, in the attack order, of the detailed mission to be accomplished by each platoon after capturing the objective. (Platoon commanders definitely indicate the flanks of squad objectives.)

11–8 TIME OF ATTACK.—The time of attack is usually prescribed by the battalion commander in order to secure necessary coordination. However, when the rifle company constitutes the principal attacking force, its commander may be called upon to submit recommendations. In attacks on successive nights within an area of operations or on a given front, the time of attack should be varied to effect surprise.

a. An early night attack frequently strikes the enemy before he has had time to organize his position or artillery support. It may also forestall a possible enemy night operation.

b. An attack during the last dark hours may be advantageous as a preliminary operation to a general attack at daybreak. It gives the defender no time to reorganize. To allow time for reorganization, the attack should begin early enough to complete the capture of the objective at least one-half hour before dawn. Sufficient leeway to compensate for reasonable delays, such as waiting for hostile illumination to cease, should be allowed in designating the time for attack.

11–9 RATE OF ADVANCE.—Normally, the rate of cross-country advance to the assembly area will be about 1 mile per hour. Beyond this area, the rate usually will be limited to 100 yards in from 6 to 10 minutes, depending upon the visibility. If prescribed by the battalion

commander, a rate should be included in the company order. If practicable, the company commander should regulate the rate himself by leading the base platoon.

11–10 NIGHT ATTACK FORMATION.—*a.* The company usually crosses the line of departure and advances toward the enemy in a column. This is the easiest formation for the company commander to control. The column is maintained until arrival at the platoon release point (par. 11–13), or forced to deploy by enemy action. If visibility permits control and the objective is near the line of departure, or if early enemy contact is expected, it may be desirable to advance from the line of departure with platoons on a line and each platoon in a column of files. After the line of deployment is reached (par. 11–14), or if the enemy discovers the attack before it is reached, the assault is begun.

b. An assault company in a battalion attack usually assaults with all rifle platoons abreast to obtain the maximum firepower and shock action. When the company attacks alone, it may hold one platoon in reserve. This reserve moves as directed by the company commander. It may follow the assault echelon closely, or it may be left behind the line of departure to be brought forward by guides or on signal. It may have the mission of mopping up or giving normal support. If no reserve is held out, one is designated immediately after the objective is captured.

c. The machine gun platoon is brought forward immediately after capture of the objective. Machine guns may follow the assault echelon by bounds, but they should not be so close to the rifle platoons that they get involved in the assault. The decision on how and when to move them depends on the visibility, the terrain, and the enemy action. When conditions are unfavorable for a movement directly behind the assault echelon, the machine guns may be left behind the line of departure to be brought forward after the objective is captured. In such cases, if the machine guns are used to furnish protective fires for the attacking force, they should be placed on the flanks of the line of departure. From such positions they can deliver flank protective fires.

11–11 LINE OR POINT OF DEPARTURE.—The line of departure for a night attack resembles that for a daylight attack. Visibility dictates how much attention is given to selecting and to marking a line of departure (figs. 1 and 2). If the company makes the initial advance in column, the line of departure is crossed at a single point—the point of departure. The line of departure for a night attack is usually a line held by friendly troops.

11–12 ROUTES TO OBJECTIVE.—Routes to the objective are selected carefully. The company commander weighs the advantage—ease of control, gained by selecting a route which follows an easily recognized landmark—against the disadvantage that enemy locations and prearranged fires might cover obvious routes of approach.

11–13 RELEASE POINT.—The commander of a company in a night attack designates a platoon release point. This is the point where the company commander releases control of platoons for the movement to their respective areas of deployment. It is located between the line of departure and the probable line of deployment and is used when the company advances in column. When the company advances in parallel columns from the attack position, the platoon release point is located in the attack position. If enemy action causes deployment before arrival at the platoon release point, platoons deploy and fight as directed by the company commander or as required by the situation.

11–14 PROBABLE LINE OF DEPLOYMENT.—The probable line of deployment is a previously selected line where deployment is completed before the assault. It is an easily recognized terrain feature within assaulting distance of the objective. This distance varies according to the type of position being assaulted, type and intensity of preparatory fires, expected hostile reaction, and terrain. The probable line of deployment should be within 100 to 200 yards of the objective, far enough to permit undetected deployment as skirmishers, yet close enough to permit control during the assault. When no suitable natural line is available, it should be marked by guides, telephone wire, engineer tape, or luminous buttons.

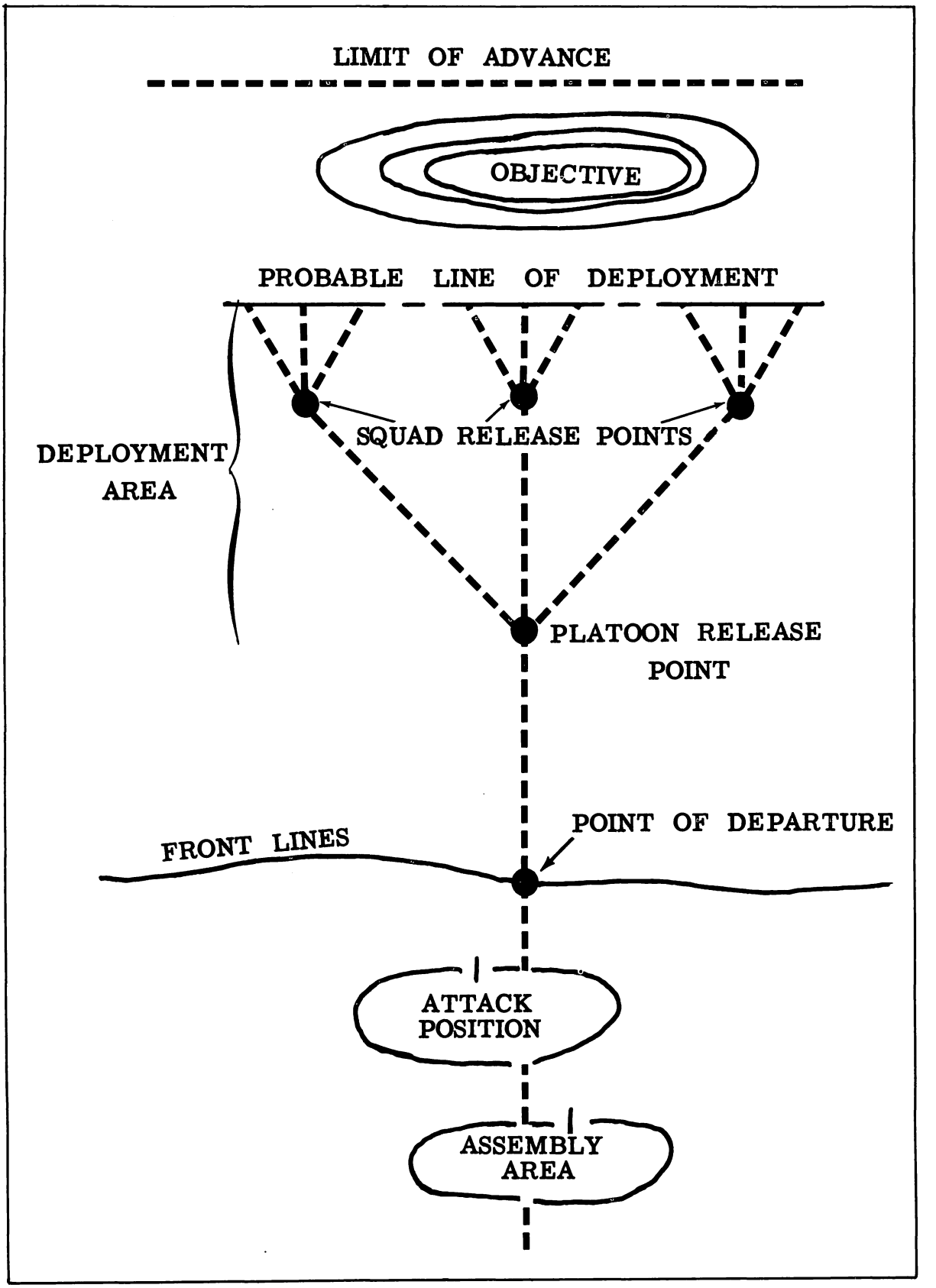

FIGURE 1.—Rifle company in a night attack moving from a point of departure (schematic).

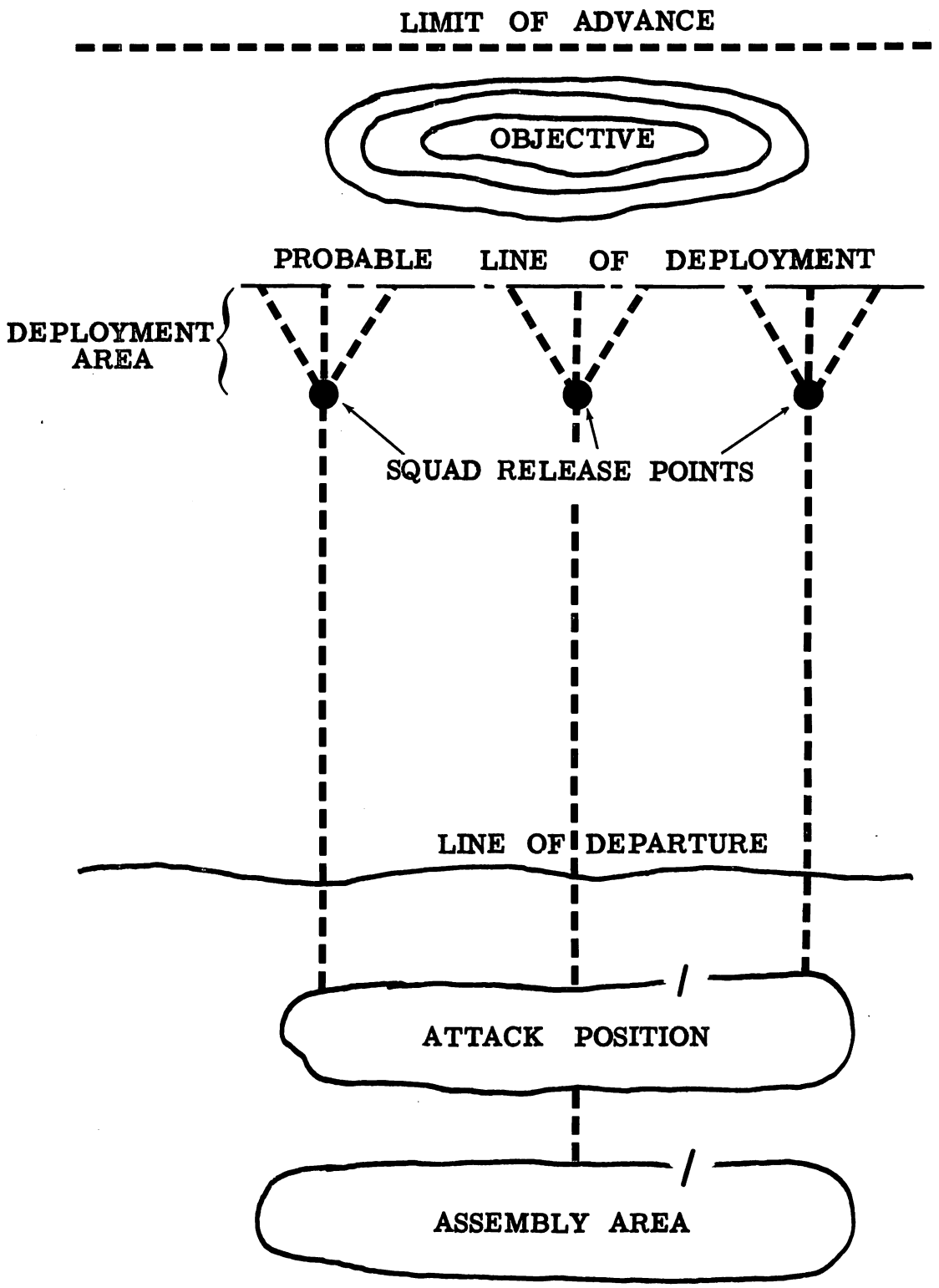

FIGURE 2.—The rifle company in a night attack moving from a line of departure in a line of columns (schematic).

11–15 LIMIT OF ADVANCE.—To retain control and protect personnel from friendly protective fires, the company commander gives a limit of advance, both in depth and to the flanks of the objective. This limit should follow terrain features recognizable at night.

11–16 SECURITY MEASURES.—Frontal and flank security is maintained during the movement from the line of departure to the line of deployment. The size of these security detachments varies with the amount of detailed enemy information, the terrain, and the expected hostile counteraction. The distance at which these detachments operate depends on their mission and their commander's need and ability to control them.

11–17 SECRECY.—In a night attack, surprise is obtained chiefly through secrecy. Measures to secure secrecy include:

a. Restricting the size and activities of parties engaged in reconnaissance and other preparations.

b. Attacking at an unexpected hour from an unexpected direction.

c. Keeping rifles loaded and locked during the movement and allowing firing only on order of designated leaders.

d. Prohibiting smoking, use of lights, talking (except to transmit orders or instructions, and then in whisper), and the use of shiny or noisy equipment.

e. Using silent weapons during the advance and attack.

f. Darkening faces and hands.

g. Using a slow rate of advance from the line of departure, so the entire unit can move in silence and maintain contact between men.

h. Using patrols to knock out enemy listening posts and outguards just before the assault forces reach their locations.

11–18 IDENTIFICATION.—The landing party battalion commander determines the means of night identification. It must be known by all men. A white cloth arm band around each upper arm may be used for visual recognition. Words or noises, such as a challenge and a password given in a low tone without hissing, are valuable as a means of identification. Distinctive marks for officers and noncommissioned officers are desirable.

11–19 MANEUVER.—Limited maneuvers, such as a close envelopment, can be executed successfully at night, provided the visibility permits control. During poor visibility, however, maneuver should not be attempted. Units should have limited objectives toward which they advance in a straight line.

11–20 COMMUNICATIONS.—*a.* All leaders must know the methods of calling for or lifting supporting fires.

b. The following signals, designated by the commander, should be well understood: objective taken; put down protective fires around objective; lift protective fires. Patrols and security groups should be given calls, sounds, and noises, and practice their use for signalling. Night sounds peculiar to the locality may be used. All ranks should be trained in the recognition of night sounds that might be used by the enemy.

11–21 COMPANY ORDER.—*a.* The company order for a night attack goes into much greater detail than a daylight attack order. Provision is made for every eventuality that can be foreseen.

b. The following outline indicates the matters to be included in paragraph 3 of a company order for a night attack (sec. VIII, chap. 9).

RIFLE COMPANY ORDER FOR A NIGHT ATTACK

3. *a. Concept of operation.*—A concise statement of how the commander visualizes the mission will be accomplished.

b, c, d, e. A separate lettered subparagraph for each platoon which assigns specific missions (objectives) for each platoon, special instructions, and when applicable:

(1) *Attachment to each platoon, if any.
(2) *Direction of attack.
(3) *Frontage of attack.
(4) Limit of advance after the capture of the objective.
(5) Reorganization on the objective.
(6) *Platoon mission on capture of the objective and at daylight.
(7) *Security measures applicable to individual platoons.

(Final subparagraph) Tactical instructions applicable to all units if not covered elsewhere in paragraph 3 of the order, to include:

(1) Means of identification.
(2) Measures to maintain secrecy.
(3) Security measures.
(4) Method of advance.
(5) Rate of advance.

(6) *Special measures for control and coordination.
(7) Action when hostile security measures are encountered.
(8) Limitation on reconnaissance.
(9) Illumination devices.
(10) When to load rifles and limitations on firing.

Details of coordination to include:

(1) Objective.
(2) Formation.
(3) *Base unit (for use of asterisk, see par. 11–21*c*).
(4) Direction of attack.
(5) Azimuth and description of landmarks.
(6) Attack position.
(7) Frontage of attack.
(8) *Platoon release point.
(9) Line of departure.
(10) Time of attack.
(11) Probable line of deployment.
(12) Limit of advance.

c. When the rifle company is part of a battalion making a night attack, the battalion commander usually prescribes all details except those marked with an asterisk in the preceding outline. He also directs and restricts reconnaissance by subordinate units. He gives specific orders for night patrolling prior to the attack and after the capture of the objective.

d. When a rifle company is the principal element of a night attacking force, the battalion commander prescribes all details listed in *b* above. In any situation, he states the objective, the company mission after capturing the objective, and the time of attack. Unless prescribed by higher authority, he decides whether the attack is to be made by stealth or with preparatory fires. If the latter, he arranges for the fires. In either case, he prescribes the protective fires to be provided by machine guns and naval gunfire, usually after considering recommendations by the company commander.

11–22 CONDUCT OF A NIGHT ATTACK.—*a. Advance to the line of deployment.*—(1) The advance of a rifle company from the line of departure to the deployment area is made in a column formation. A silent, stealthy advance is essential to secrecy. This formation is maintained until the platoon release point is reached, unless enemy action forces an earlier deployment. The line of deployment should be secured by patrols before the company arrives. When the platoons reach the line of deployment, they form skirmish lines and assault at a prearranged time or on a given signal. Deployment is accomplished quickly and quietly. Confusion or delay during deployment increases the enemy's chances for detecting the attack.

(2) The commander of each column marches at or near its head. When the company moves in a line of columns, its commander marches where he can best control and regulate the advance. A noncommissioned (petty) officer marches behind each column to assist in control and enforce secrecy. Column commanders and the company commander constantly check direction and contact.

(3) Each column commander is preceded, at the limit of visibility, by scouts or a small patrol. Men who speak the enemy language should march with the leading scouts or patrols, or with the column leader. At the end of each bound, the scouts or patrols reconnoiter for the next advance while leaders verify or reestablish contact, intervals, and direction. Contact is made by designated personnel moving from flank columns to the center column or vice versa. The advance is resumed on the company commander's order, transmitted by messengers or by special signals. If a hostile sentry challenges, scouts or patrols close in with silent weapons. They may divert the sentry by answering in his language. Designated men at the head of the column may assist the scouts or patrols, while the rest of the troops lie down until the outguard is disposed of. Enemy fire must not be allowed to initiate a premature assault.

(4) Action of hostile patrols or outguards may force all or part of the company to deploy as skirmishers prior to the time planned. Elements forced to deploy reform in column after the resistance has been reduced. The remaining elements of the company are halted during such periods or continue movement to the next planned halt and await orders.

b. Assault.—Deployment may be ordered by the company commander because of enemy action, or it may be made upon arrival at the line of deployment. If the deployment is forced by the enemy, the assault is begun as soon as the deployment is complete. The

assault is made at a walk, with men firing as they advance. Flares may be used to assist the assault troops in firing and in moving forward. When the assault troops deploy undiscovered at the line of deployment, they move off in the assault. They maintain silence until fired on by the enemy. Every effort is made to prevent the skirmish line from breaking up into isolated groups. Noise and tracer fire may be used to demoralize the enemy. Assault echelons drive forward to the far edge of the objective. They leave mop-up missions to the reserve units. Aggressive leadership by officers and noncommissioned officers is very necessary.

c. Reorganization.—Reorganization begins as soon as the objective is captured. It is carried out similarly to that in a daylight attack. Security elements are established far enough to the front and flanks to prevent a surprise enemy counterattack. The preplanned protective fires are continued if necessary. Just before daylight, all troops and weapons are redisposed to strengthen the position and to obtain better fields of fire. If it is planned to continue the attack after daylight, immediate preparations are made. During darkness, leaders within the machine gun platoon can select only approximate positions and observation posts. At dawn they select and occupy better locations.

11–23 DEFENSE AT NIGHT.—*a.* A unit in night defense must be prepared to repel a hostile attack and infiltration. Machine guns and automatic rifles, whose positions have been disclosed by daylight firing, should be moved to alternate or supplementary night positions when possible without disrupting the system of close defensive fires.

b. Defense at night depends upon prearranged fires (aided by artificial illumination), prepared obstacles, and hand-to-hand combat. Early information of hostile movement is essential. Listening posts are established to cover all avenues of approach to the defense area. Patrols move stealthily to cover the front and intervals between units. Where necessary, readjustments are made in the forward areas to fill gaps that may be covered by fire during daylight. Elements of reserve platoons may be used to fill such gaps, or front line platoons may be extended to the flanks.

If practicable, supplementary positions are dug and camouflaged. Elements of the battalion reserve may be placed to protect an exposed flank. When the daylight main line of resistance is located on the reverse slope to escape enemy fire, the strength of the force may be increased at night by occupying forward slope positions.

c. If an enemy attack succeeds in gaining a foothold within the position during the night, it can best be ejected by a counterattack during the half-light of early dawn. This should take place before the hostile force has an opportunity to observe its surroundings and plan its defense. Patrols locate the hostile position during the night. As soon as it is sufficiently light to see, the counterattack begins. Patrols then search possible hideouts to mop up hostile groups which may have been overlooked during the counterattack.

d. Fog and smoke create conditions similar to night. The battalion commander decides to what extent night dispositions will be adopted when these conditions exist.

11–24 NIGHT MARCHES.—*a.* To insure maintenance of direction during a night march, the battalion commander provides guides and route markers, if not provided by higher authority. He designates an officer to lead the column and employs his staff to supervise the march.

b. The strength of the advance guard may vary from a rifle platoon to a rifle company. Flank and rear security detachments are usually smaller than in day marches.

c. At night, units and individuals close up. They usually march in single file or column of two files. All means to maintain control, direction, and silence are employed. For night patrols, night withdrawals, and night raids see sections III, IV, and V.

SECTION III

PATROLLING

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11–25 GENERAL.—A patrol is a detachment of troops sent out from a larger body on a mission of combat, reconnaissance, security, or contact with friendly units. There are two general classes of patrols—reconnaissance and combat—either of which might have a mission of security. The classification is derived from the mission assigned a patrol.

11–26 RECONNAISSANCE PATROLS.—*a.* Reconnaissance patrols are sent out to gain information about the enemy or the terrain. Such patrols engage in combat only when it becomes necessary to accomplish their mission, or in order to protect themselves. In general, they avoid combat and accomplish their mission by stealth.

b. Reconnaissance patrols have a great variety of missions, but their primary mission is to obtain and report information in time for it to be of value to the commander who desires it.

c. A reconnaissance patrol might be dispatched:

(1) To locate and observe the characteristics of a hostile position or installation.

(2) To reconnoiter a route of march for a larger force.

(3) To reconnoiter a safe and fordable stream crossing for an advancing unit.

(4) To reconnoiter a certain terrain feature or the general nature of the terrain in a given locality.

(5) To maintain contact with a rapidly withdrawing enemy force. The missions mentioned are by no means all-inclusive but are given merely as examples.

11–27 COMBAT PATROLS.—*a.* Combat patrols are assigned missions which usually require them to engage actively in combat. They are fighting patrols.

b. Every combat patrol, no matter what its specific mission, has a secondary mission—that of gaining information about the enemy and the terrain.

c. A combat patrol might be dispatched with the mission of:

(1) Capturing prisoners.

(2) Destroying an enemy installation.

(3) Protecting the exposed flank of an advancing unit.

(4) Seizing and holding commanding ground to prevent enemy occupation.

(5) Clearing isolated groups of the enemy from an area controlled by friendly troops.

(6) Ambushing the enemy.

(7) Performing other duties involving probable combat.

11–28 IMPORTANCE OF PATROLLING.—*a.* Both combat and reconnaissance patrols are used by the infantry commander to gain much of the information he needs about the enemy and the terrain. This information enables the commander to carry out his assigned mission more efficiently and effectively.

b. Information is the framework upon which tactical plans are built. Patrols are one of the most effective information gathering agencies.

11–29 FACTORS INFLUENCING SIZE OF PATROLS.—*a. General.*—A patrol may consist of two men, a fire team, or a larger tactical unit. The size of a combat or reconnaissance patrol depends on several influencing factors which must be considered before the patrol is dispatched. In some cases, a small patrol may best be able to execute the mission. On other occasions, a strong combat patrol may be necessary. In general, a patrol should be made

up of the least number of men needed to accomplish a given mission, with consideration given to safety, available time, and messenger requirements.

b. The size of a patrol depends upon the following influencing factors:

(1) Mission.
(2) Terrain and visibility.
(3) Distance from friendly troops.
(4) Time it will be out.
(5) Number of messages it may have to send back.
(6) Whether prisoners are to be captured and sent back.

c. Patrols with missions requiring combat or strong likelihood of combat are usually stronger than patrols on reconnaissance missions. Also, if a patrol intends to be gone for some time and is going to operate at considerable distance from friendly troops, it must be stronger because there is greater danger from attacks.

d. A reconnaissance patrol rarely exceeds a squad in size. Units larger than a squad are noisy, more difficult to control, move slower, and have greater difficulty approaching the enemy without detection. The fire team is ideal for short range reconnaissance patrols.

11–30 PATROL FORMATIONS.—*a.* Any particular patrol formation should provide for all-around security and good control. It should insure that only a minimum number of men within the patrol will be pinned down at one time by surprise fire.

b. Patrol formations must be fluid and flexible. They must be changed to meet varying terrain and visibility conditions. The patrol leader designates the original formation. Individual members then maintain assigned positions as long as they can see each other and, at the same time, make full use of cover and concealment.

c. The basic formations described in chapter 9 are used by patrols. For small patrols in open terrain, the wedge is a suitable formation (fig. 3). For larger patrols or when visibility becomes restricted, the column, with its necessary security elements, is used (figs. 4 and 5).

d. When enemy contact is imminent or has already been made, more deployed formations will be adopted by the patrol leaders.

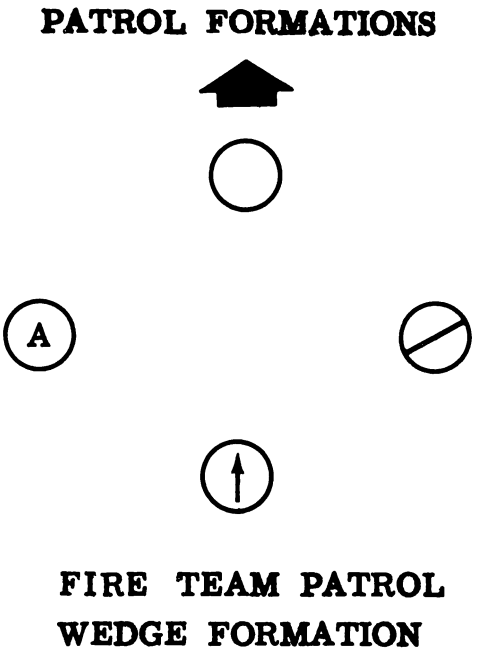

FIGURE 3.—Fire team patrol, wedge formation.

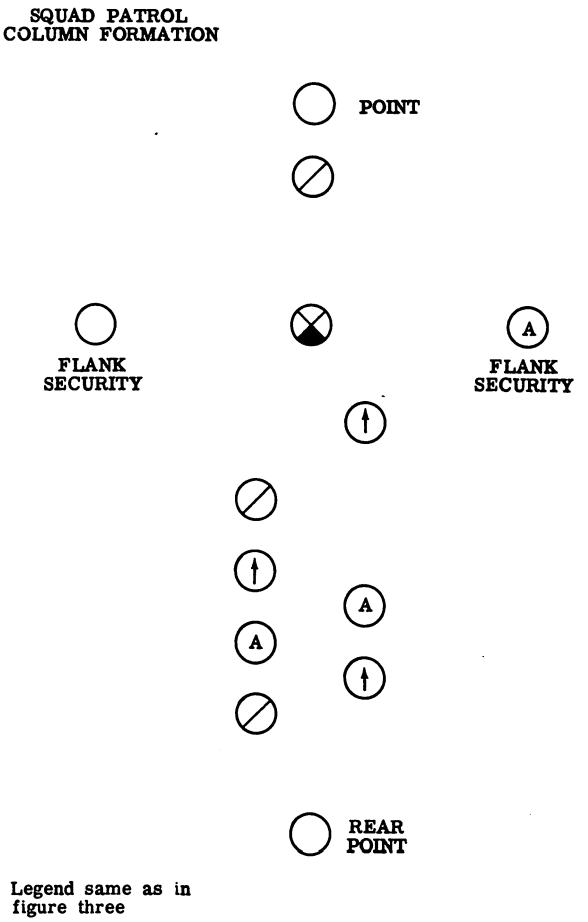

FIGURE 4.—Squad patrol, column formation.

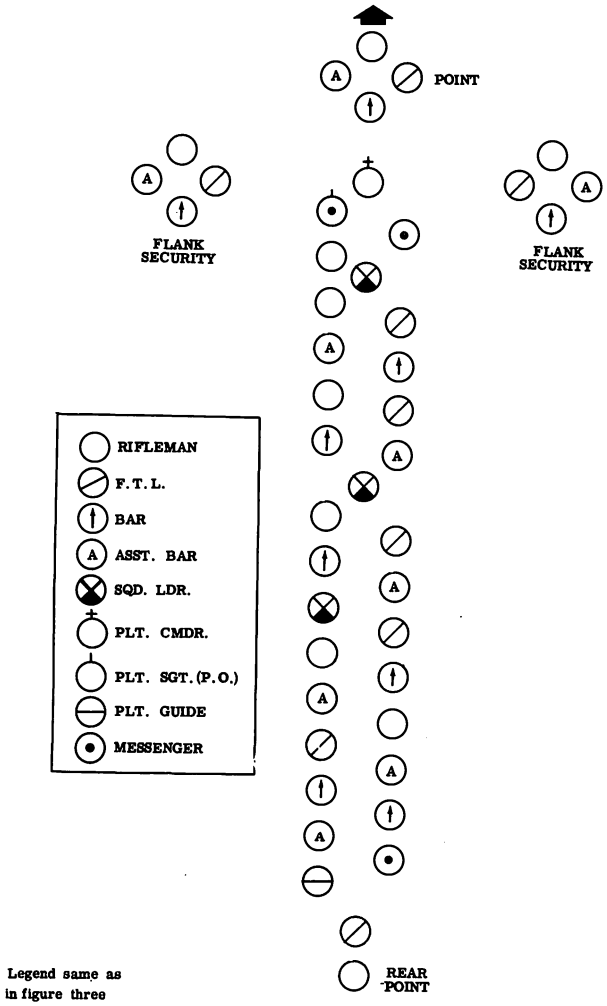

FIGURE 5.—Platoon patrol, column formation.

11–31 FACTORS INFLUENCING PATROL FORMATIONS.—*a.* In general, the following factors will influence and change a patrol formation:

(1) Mission.
(2) Terrain.
(3) Visibility.
(4) Security.
(5) Enemy situation.
(6) Control.
(7) Size of patrol.
(8) Required speed of movement.

b. The formations taken by a patrol will always be influenced by the need for maintaining security and control, the mission, and route of the patrol.

11–32 CONTROL.—*a.* The patrol leader places himself where he can best maintain control. Normally this is at or near the head of a patrol, but will depend somewhat upon the patrol route. If the route is clearly defined, the leader should take position within the patrol, wherever his signals can best be seen by patrol members. If, however, the route is ill-defined, as in dense woods, jungle, or at night, the leader must be in or with the leading group.

b. The patrol leader is assisted in controlling the patrol by the second in command. He helps the patrol leader by controlling the rear of the patrol and by preventing men from falling behind or getting out of position. He is continually alert for signals or orders, and watches to see that other members receive those orders or signals. He observes to the rear and prevents the patrol from being surprised from that direction. He is ready to take command of the patrol if the leader becomes a casualty.

c. Patrols are controlled in the daytime by arm and hand signals and oral orders (Ch. 9, Secs. III and IX). Each member of a patrol must be thoroughly familar with the standard arm-and-hand signals. Before contact with the enemy has been made, it will be necessary for the patrol leader to issue his orders. Oral orders are a sure means of control. Commands should be just loud enough to be heard by patrol members. When near the enemy, the patrol should be halted for issuing orders. The leader moves from man to man and quietly gives the instructions. Sound signals may be used if they will not be confused with other noises. If a sound signal is to be used it should be rehearsed before beginning the patrol. Control by voice is usually better than by other sound signals.

d. Though darkness helps a patrol move close to the enemy without being detected, it increases the problem of control. To overcome this, each man is required to keep in sight of the man to his front and flank. This keeps everyone in position to receive signals and orders.

11–33 SECURITY.—*a.* All-around security must be maintained at all times. This is accomplished within a patrol by employing formations that afford protection to the front, flanks, and rear. These elements are the eyes,

ears, and fingers of the patrol leader. They move according to his signals. They maintain contact with him at all times, except when a bush or small terrain feature momentarily intervenes. To maintain contact with the patrol leader, security elements must glance in his direction every few steps.

b. Point and scouts.—(1) Small patrols will employ from one man to a fire team as the point. Size depends on the enemy situation, terrain and patrol route. Normally, a squad-size patrol uses two riflemen as scouts. However, should the patrol come to a dangerous area or close to the enemy, the leader might increase the point. An entire fire team might be used to cover the advance of the patrol.

(2) In such a case, the BAR man will move slightly behind the rest of the fire team. From this position he can cover the movements of the scouting element. The size of the point will increase in relation to the size of the patrol.

(3) The point is responsible for investigating the route of advance immediately to the front of the patrol. When visibility is good it may precede the main body by as much as 100 yards, but must always maintain visual contact with the patrol leader.

c. Flanks.—(1) Flank security for a patrol the size of a squad or less may be provided by one man on each side. They move as directed by the patrol leader. In special instances two-man groups may be necessary. Such a group keeps one man where he can see the patrol leader at all times. He remains within 100 yards of the leader. The man farther out remains in sight of the inside man, normally within 20 to 25 yards.

(2) In open terrain the flankers should investigate any cover within 100 yards of the general route of march of the patrol. In moving through dense woods or jungle, the use of flankers may become impracticable because of reduced visibility. In such cases the men normally assigned to flank protection move with the patrol itself. They maintain close observation to their assigned flank.

d. Rear point.—(1) A small patrol normally will have only one rifleman assigned as rear point. He will remain in sight and within about 50 yards of the last man of the patrol. This rifleman maintains rear security for the patrol by constantly observing to the rear. He is also get-away man in case the patrol is ambushed. He stays out of the fire fight. If the patrol is annihilated, or if obvious it will be, he returns to friendly lines to report the situation.

(2) The rear point will vary in size according to the enemy situation and the size of the patrol. Usually it is only necessary to keep a sharp lookout to the rear to prevent a surprise enemy attack from that direction.

11–34 MOVEMENTS.—*a.* Prior to leaving friendly lines, the patrol leader must select a route to his final destination. This may be done on a map, on an aerial photograph, or on the actual ground to be covered. Intermediate objectives should be selected along that route. The progress of the patrol is regulated by these successive objectives.

b. A patrol should always designate one or more rallying points where it can assemble in case it is dispersed, ambushed, or surprised by enemy attack. Normally an intermediate objective becomes the rallying point as the patrol moves beyond it. In this way the patrol leader can be sure each individual of the patrol is thoroughly familiar with the rallying point locations.

c. Members of a dispersed patrol try to reach the designated rallying point with all possible speed so the mission may be readily resumed. If the patrol leader does not arrive within reasonable period, the second in command reorganizes the patrol and carries out the mission.

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SECTION IV

RETROGRADE MOVEMENTS

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11–35 DEFINITION.—A retrograde movement is any movement to the rear or away from the enemy. It may be forced by the enemy or made voluntarily.

11–36 TYPES AND PURPOSES.—*a.* Types of retrograde movements are:

(1) Withdrawal from action.

(2) Delaying action.

(3) Retirement.

b. Retrograde movements are made to:

(1) Disengage from battle.

(2) Avoid battle in a disadvantageous situation.

(3) Draw the enemy into an unfavorable situation.

(4) Gain time without fighting a decisive engagement.

(5) Conform to the position of other troops.

(6) Permit the use of the withdrawing force elsewhere.

(7) Permit more effective and safe fire support, including atomic munitions.

11–37 GENERAL CONSIDERATIONS.—*a.* Mine fields, obstacles, and demolitions are used to delay enemy pursuit.

b. Motor transport, if available, is used to lift troops and supplies in order to expedite retrograde movements.

c. Since the enemy can be expected to pursue any retrograde movement, continuous all-around security and ground reconnaissance must be maintained to prevent enemy surprise ground attack from any direction.

d. Supplies and equipment not needed for a retrograde movement are evacuated before the troop movement begins. Any which must be abandoned are destroyed or rendered useless.

e. Casualties are evacuated before the movement is begun. Planning must provide for casualty evacuation during the retrograde movement.

11–38 WITHDRAWALS FROM ACTION.—*a.* A withdrawal from action is the breaking of contact with a hostile force. It is done for the purpose of regaining or preserving freedom of action.

b. Withdrawals from action are classified as daylight or night withdrawals. Daylight withdrawals normally involve disorganization and heavy losses for the withdrawing force. The enemy is able to observe the action and exploit any advantage. Therefore, when possible, it is best to defend until nightfall and execute a night withdrawal. However, if the enemy pressure is too great, a daylight withdrawal will have to be made.

c. The battalion commander designates a rear position or assembly area to which the battalion will withdraw. If a renewal of resistance after the withdrawal is planned a rear defensive position is designated. The rear position should not be less than 6,000 yards behind the original position in open terrain—less distant in close terrain. This distance forces the enemy to regroup his forces, displace his artillery, and renew his preparations for the attack. In case a retirement or an attack is planned after the withdrawal, an assembly area is designated. The distance behind the original position is normally the same as that for the rear position.

d. Daylight withdrawal from action.—(1) *Battalion covering force.*—(*a*) The battalion reserve normally acts as the battalion covering force. Its mission is to prevent enemy ground interference with the withdrawal of other battalion units. The covering force accomplishes its mission by stopping, delaying, or diverting the advance of the enemy. It may have to counterattack to help a heavily engaged unit break enemy contact. If the enemy pursues the

withdrawal, the covering force conducts a delaying action by occupying successive delaying positions during its withdrawal (par. 11–39). If the enemy does not pursue, the covering force withdraws and acts as rear guard for the battalion. The covering force withdraws at a time specified by the battalion commander or on his order. It covers its own withdrawal.

(*b*) The battalion commander designates an initial position for the covering force. The main factors in selecting this position are, the direction of the most probable enemy action, the ability to give fire support to the withdrawing units, the zones and routes of withdrawal, and the phase lines of the withdrawing units. The covering force organizes and defends the initial position, plus any designated rear positions, in a manner similar to that employed in a delaying action (par. 11–39).

(2) *Control measures.*—The following measures are employed to coordinate and control a daylight withdrawal from action:

(*a*) *Assignment of zones of withdrawal and phase lines.*—Zones of withdrawal are assigned by extending boundaries back to the rear position or assembly area. Phase lines are assigned in conjunction with zones of withdrawal. They are placed along terrain suitable for a delaying action. Thus, withdrawing units are able to conduct a delaying action if the covering force cannot effectively delay, divert, or stop an enemy pursuit. The initial phase line is the first suitable delaying position behind the covering force. Withdrawing units report by radio upon arrival at each phase line. This permits the battalion commander to keep up with the progress of the withdrawal. Zones of withdrawal and phase lines are also assigned the battalion covering force.

(*b*) *Routes of withdrawal.*—Routes of withdrawal are assigned withdrawing units in lieu of or in conjunction with zones of withdrawal. Units of headquarters company are usually assigned routes instead of zones since these units would not normally conduct a delaying action. Rifle companies are normally assigned routes of withdrawal within their assigned zones. They withdraw along these routes until it becomes necessary to conduct a delaying action. They then utilize their assigned zones of withdrawal, which allow freedom of movement in conducting the delaying action. In the same manner, routes of withdrawal are assigned the battalion covering force.

(3) *Reconnaissance.*—Reconnaissance is conducted to determine the location of the rear position or assembly area, the initial position, zones and routes of withdrawal, and phase lines for the covering force. It is further conducted to determine zones and routes of withdrawal, phase lines, and areas on the rear position or in the assembly area for the withdrawing units. Although a physical reconnaissance is always desirable, enemy pressure might necessitate a map reconnaissance instead.

(4) *Withdrawing units (battalion minus the battalion covering force).*—(*a*) *Sequence of withdrawal.*—Normally, the least engaged units withdraw first. Thus, headquarters company withdraws first, front-line companies next, and the battalion covering force last. If the terrain and situation permit, all battalion units, except the covering force, withdraw at the same time.

(5) *Conduct of withdrawal.*—The battalion disengages and withdraws from action by withdrawing each echelon under the protection of the next unit to its rear. Each front line company disengages and withdraws its front-line platoons under cover of its reserve platoon. The front-line platoons withdraw by thinning out their lines. They protect themselves with the fire of BAR's and machine guns left in position to be withdrawn with the last elements. The reserve platoon withdraws under the protection of the battalion covering force. The front-line platoons and the reserve platoon of each front-line company then withdraw to the initial and successive battalion phase lines within their zones of action until the rear position or assembly area is reached. If the covering force prevents enemy ground interference with the withdrawal, front-line companies do not occupy the initial or successive phase lines. They proceed along assigned routes of withdrawal within their zones of action. They report by radio to the battalion commander as they pass the phase lines. However, if the covering force cannot prevent enemy ground interference, front-line companies conduct a delaying action on assigned phase lines (fig. 6).

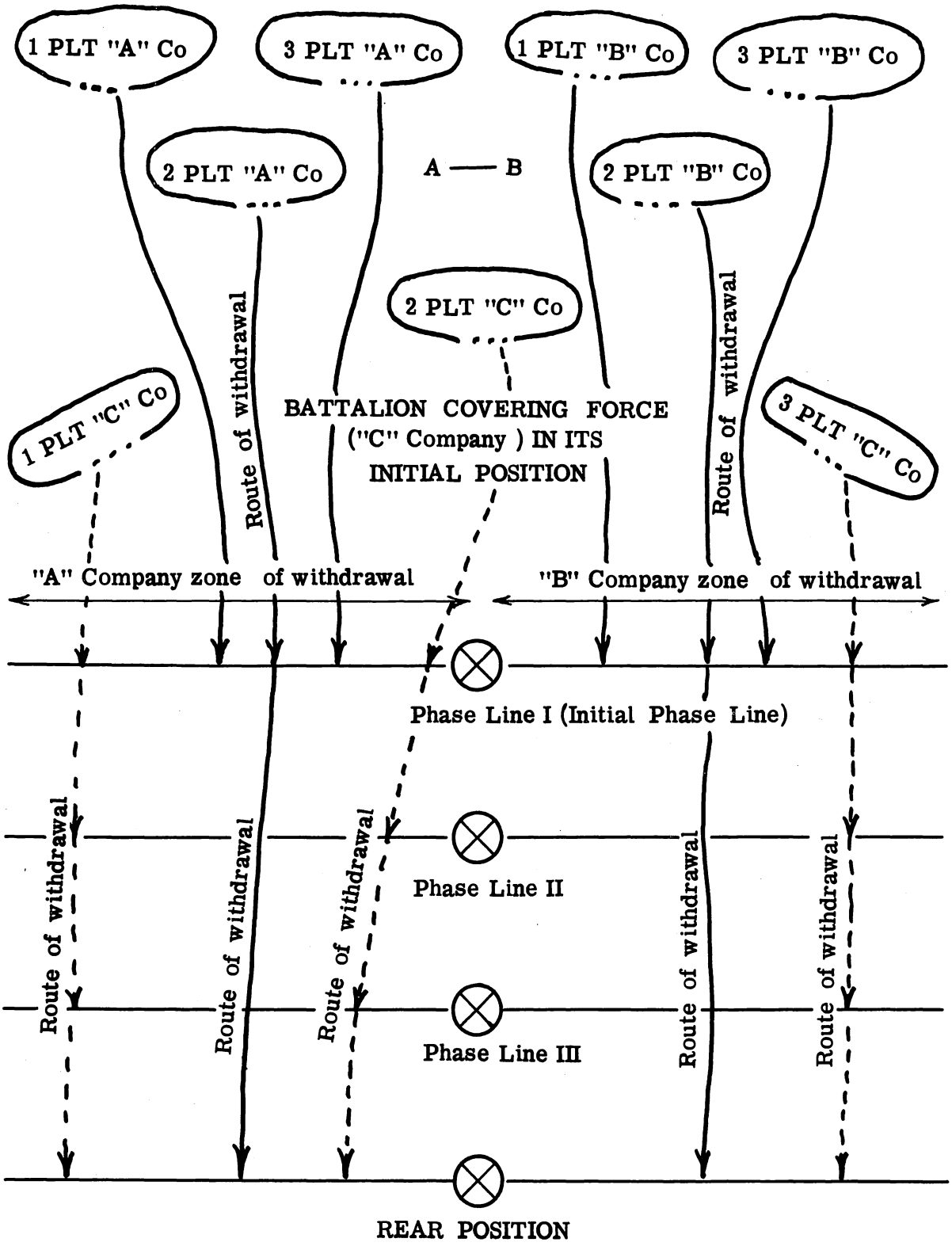

FIGURE 6.—The landing party battalion in a daylight withdrawal.

e. Night withdrawal from action.—(1) The battalion covering force does not normally exceed the strength of a reinforced rifle company. It is disposed in three echelons, from front to rear as follows:

(*a*) *Widely separate elements.*—Normally one squad from each front line platoon together with BAR's and light machine guns on the main line of resistance. The purpose of these widely separated elements is to generally outline the position held at nightfall. The enemy is thus led to believe the entire force is still occupying the main line of resistance.

(*b*) *Small supports.*—Normally one squad from each reserve platoon, located in the company reserve area.

(*c*) *Slightly larger detachments.*—(1) Normally, one platoon from the reserve company, located in the battalion reserve area.

(2) Normally, about one-half the BAR's and light machine guns are left with the battalion covering force to help them accomplish their mission.

(3) The battalion executive officer or one of the company commanders is normally the covering force commander. The executive officers of the front line companies normally command that part of the battalion covering force in their company areas.

(4) The battalion covering force remains in position and screens the withdrawal by simulating normal activity until the withdrawing units have gone far enough to be secure from enemy ground interference. The covering force ejects enemy patrols and resists enemy attack.

(5) The battalion covering force withdraws at a time specified by the battalion commander or on his order. The time of withdrawal should permit the battalion covering force to arrive at the rear position or assembly area by daylight.

(6) *Control measures.*—The following measures are employed to facilitate coordination and control in a night withdrawal from action.

(*a*) *Assignment of routes of withdrawal.*—Routes of withdrawal are assigned the covering force and withdrawing units. Routes should be marked for ease of identification.

(*b*) *Assignment of assembly areas.*—Assembly areas are assigned the covering force and the withdrawing units so progressively larger units—squads, platoons, and companies—can be assembled during the withdrawal. Assembly areas are marked for ease of identification.

(*c*) *Assignments of initial points.*—Initial points are assigned the battalion covering force and withdrawing units. Foot and motor marches are formed for the movement to the rear at these points. Initial points should be marked for ease of identification. Initial points and assembly areas are often combined.

(*d*) *Employment of guides.*—Guides should be posted along routes of withdrawal and at assembly areas and initial points to facilitate control.

(7) *Reconnaissance.*—A daylight reconnaissance should be conducted to determine the location of the rear position or assembly area, and areas for subordinate units within the rear position assembly area. Routes of withdrawal, assembly areas, and initial points for the battalion covering force and the withdrawing units are also determined during this reconnaissance.

(8) *Withdrawing units (battalion minus the battalion covering force).*—(*a*) Sequence of withdrawal. All units normally withdraw simultaneously shortly after dark.

(*b*) *Conduct of withdrawal.*—Squads move to platoon assembly areas, platoons move to company assembly areas, and companies move to the battalion assembly area. From the battalion assembly area, units move by marching or motor, to an initial point or points where the formation is adapted for the movement to the rear position or assembly area. Particular attention must be paid to all-around security during the withdrawal to prevent enemy surprise attack (fig. 7).

(9) *Secrecy.*—Secrecy is essential for a successful night withdrawal. Any daylight activity which might tend to disclose withdrawal intentions to the enemy is prohibited. During the withdrawal, the battalion covering force maintains an appearance of normality to deceive the enemy. Normal patrolling, radio traffic, and other activities are maintained until the covering force withdraws.

f. Orders for a daylight and night withdrawal from action.—The battalion commander issues his order in time for subordinate commanders

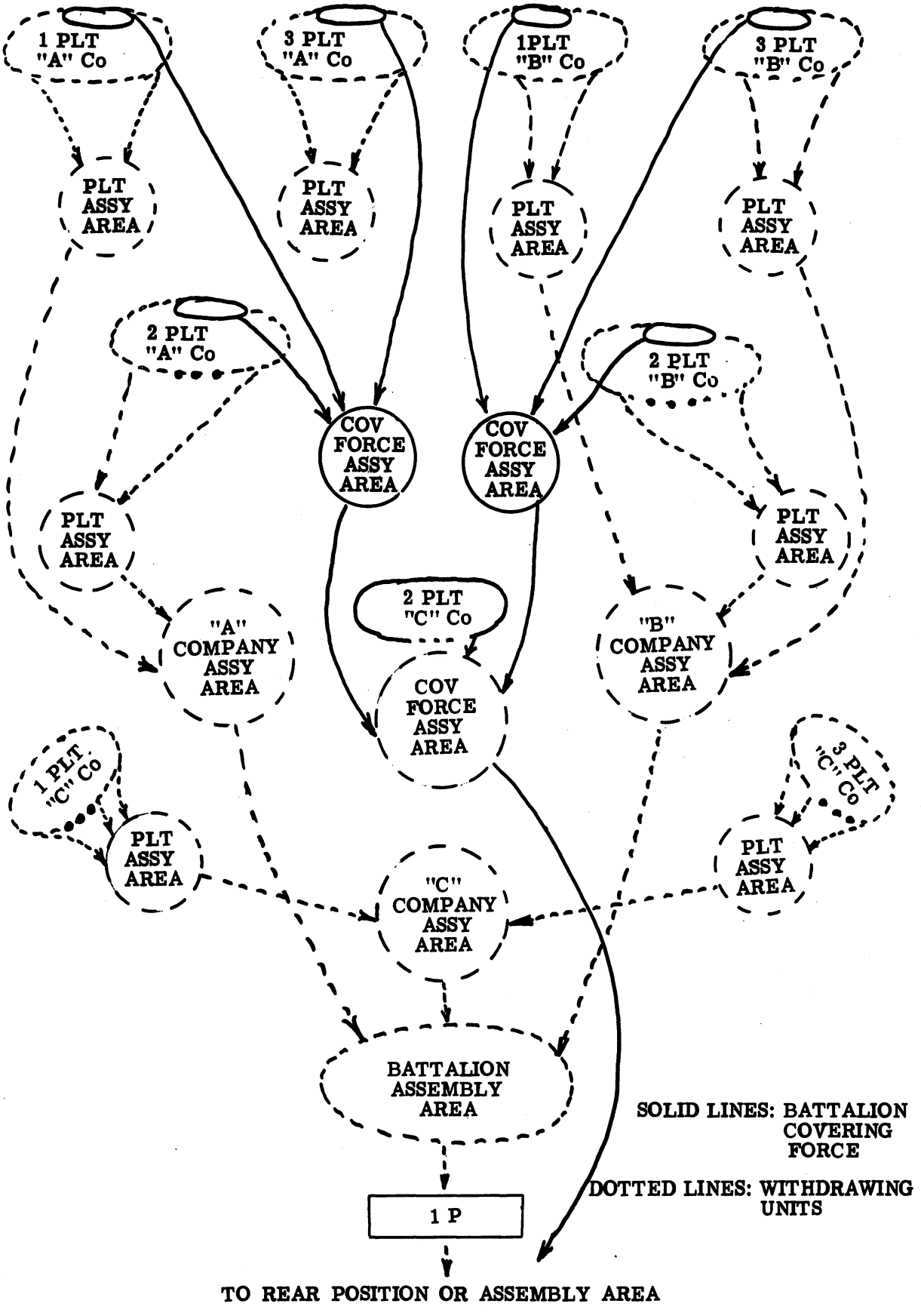

FIGURE 7.—The landing party battalion in a night withdrawal.

to plan, reconnoiter, and issue their orders. Warning orders are previously issued, when possible. In daylight withdrawals, fragmentary orders are often issued since enemy pressure may not allow much time for planning. Orders for a daylight and night withdrawal include:

(1) Battalion covering force.

(*a*) Composition and commander.

(*b*) Mission.

(*c*) Plan of maneuver.

(*d*) Plan of supporting fires.

(*e*) Time of withdrawal.

(*f*) Initial position and time of occupation.

(*g*) Zones and routes of withdrawal, phase lines, assembly areas, and initial points.

(*h*) Action after withdrawal.

(2) Withdrawing units.

(*a*) Missions.

(*b*) Plan of maneuver.

(*c*) Plan of supporting fires.

(*d*) Time of withdrawal.

(*e*) Zones and routes of withdrawal, phase lines, assembly areas, and initial points.

(*f*) Action after withdrawal.

(*g*) Location of rear position or assembly area and unit areas on rear position or in assembly area.

11–39 DELAYING ACTION.—*a.* The purpose of a delaying action is to gain time while avoiding decisive action. This is accomplished by offensive action, by defensive action in one position, by delaying action in successive positions, or by any combination of these methods.

b. Requisites for delaying positions.—(1) Requisites for delaying positions in open terrain are as follows:

(*a*) Good observation and long-range fields of fire. The use of topographical crests aids in developing long-range fires. Should a long delay on one position be necessary, short-range fields of fire must be developed.

(*b*) Concealed withdrawal routes.

(*c*) Natural obstacles to the front and flanks.

(*d*) Maximum concealment for the forces on the delaying position.

(2) Requisites for delaying positions in close terrain. (*a*) Astride avenues of approach.

(*b*) Concealment for the delaying forces which promotes surprise.

(*c*) Obstacles or difficult terrain to the front and flanks which restrict enemy movement and the full development of his combat power.

c. In open terrain, if successive delaying positions are selected, they should be at least 6,000 yards apart so the enemy is forced to regroup his forces, displace his artillery, and renew his preparations for the attack. However, no suitable delaying position is passed up because this requirement isn't satisfied. In close terrain, the distance between successive delaying positions is normally less due to the restricted visibility and movement which will slow-up the enemy.

d. Disposition.—The battalion is disposed from front to rear as follows:

(1) *Security echelon.*—This consists of outguards, sentinels, and patrols. In open terrain it is normally 800 to 2,000 yards to the front, less distant in close terrain. The security echelon operates similarly to a combat outpost. The companies on the line of resistance are responsible for the formation of the security echelon.

(2) *Series of supports forming the line of resistance.*—These consist of the front-line companies less the security echelon. Frontages on the line of resistance may be twice as great as for a sustained defense. If the flanks are secure, front-line companies may have three platoons abreast, or they may hold out a reserve to cover the flanks or wide intervals in the line of resistance.

(3) *Reserve.*—The reserve is employed to meet possible threats at critical points and to cover by fire gaps on the line of resistance. It also acts as the covering force for a daylight withdrawal. Because the battalion withdraws to the next delaying position before becoming closely engaged with the enemy, the reserve may be smaller than a rifle company.

e. Conduct of a delaying action. (1) Obstacles and long-range fires are used to force premature enemy deployment, thus slowing his advance. Particular attention is paid to the flanks to prevent enemy flank attack.

(2) The battalion occupies an initial delaying position and is disposed as outlined in paragraph 11–39*d*. It then withdraws to the next delaying position before enemy small arms fire becomes effective. The organization of each successive delaying position is the same as that

for the initial delaying position. If possible, the battalion executes a night withdrawal to the next delaying position. The withdrawals, day or night, are conducted as outlined in paragraph 11–38 (fig. 8).

f. Reconnaissance.—Reconnaissance is conducted to determine the location of the initial position and successive delaying positions to the rear. Because a withdrawal from action is part of a delaying action, the reconnaissance steps outlined in paragraph 11–38 must also be accomplished.

g. Orders.—Orders for a delaying action include:

(1) Mission.

(2) Location and time of occupation of initial position and successive positions.

(3) Direction of withdrawal.

(4) Plan of maneuver (to include withdrawal plans).

(5) Plan of supporting fires.

(6) Plan of defense on initial position and successive positions.

11–40 RETIREMENT.—*a.* A retirement is a retrograde movement by which a command seeks to refuse decisive combat under the existing situation by marching away from the enemy. A retirement may be made in one stage or in several stages, depending upon the distance involved.

b. A retirement may be made when no actual contact with the enemy has been made or following a withdrawal from action.

c. Retirement when no actual contact with the enemy has been made.—When no actual contact with the enemy has been made, the battalion commander adopts march security in accordance with the enemy situation. He employs an appropriate size advance guard, flank guards, and a rear guard to prevent enemy ground interference with the retirement.

d. Retirement following a withdrawal from action.—(1) When a retirement follows a withdrawal from action, it actually begins after the withdrawing units have broken contact with the enemy and march columns have been formed.

(2) The battalion commander designates an objective to which the retirement is to be made.

(3) The battalion commander also designates an assembly area rather than a rear position. When the withdrawing units arrive at the assembly area, they form into march columns and move to their retirement objective. After the battalion covering force has broken contact and withdrawn, it may initially act as rear guard. During the march to the retirement objective, the battalion commander employs march security in accordance with the enemy situation.

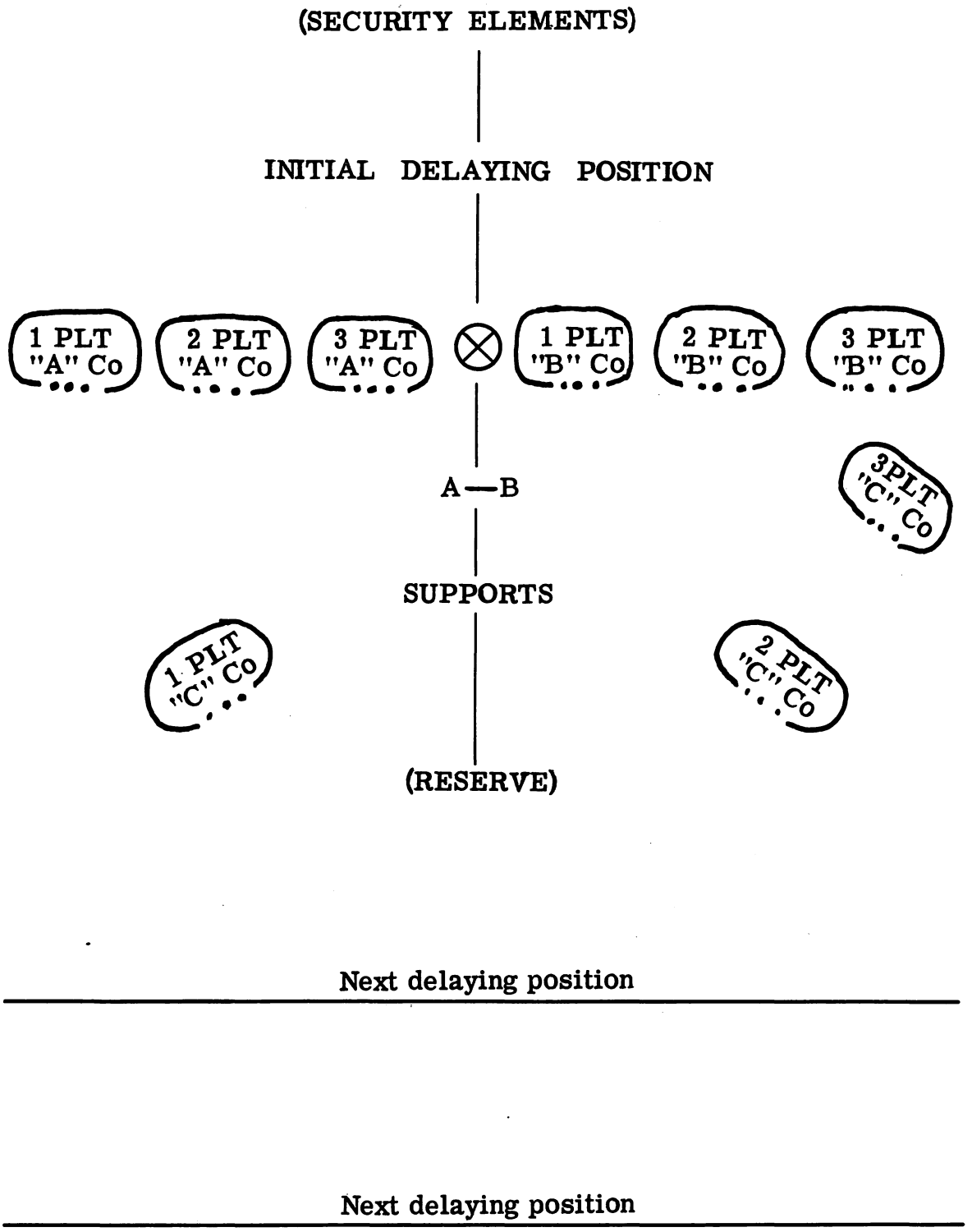

FIGURE 8.—The landing party battalion in a delaying action.

SECTION V

RAIDS

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11–41 GENERAL.—*a. Purpose.*—A raid is an attack to accomplish a specific purpose within the enemy position. It does not include the intent to hold the territory invaded. Raids may be made to capture prisoners; to capture or destroy specific enemy materiel; to obtain detailed information of hostile units, dispositions, locations, strength, works, intentions, or methods of defense; and to harass the enemy.

b. Characteristics.—Raids are characterized by the necessity of withdrawal after accomplishment of the mission. Unless carefully planned and executed, the withdrawal is the most difficult and costly part of the operation. Security is vital since the raiding force is vulnerable to attack from all directions. A night raid has the same characteristics as a night attack. It is planned and conducted in a similar manner. A daylight raid has the same characteristics as a daylight attack, and is planned and conducted similarly.

c. Initiation.—Raids made by units of a naval landing party battalion already ashore, are usually ordered by the naval landing party commander. He issues instructions covering their purpose and the fire support to be furnished. He will also prescribe the area to be raided, the size of the force to be employed, and the date and hour of the raid.

d. Selection of objective.—Where possible, the area selected for the raid is one which is lightly defended, or one which is difficult for the enemy to defend because of restricted fields of fire. In daylight raids, covered routes of approach and withdrawal are desirable. The selection of an area close to friendly front lines and the absence of serious obstacles speed up the raid and facilitate the withdrawal. If the raid is supported, the area should be located where it can be isolated by neutralization adjacent to and rearward of hostile positions. Such fires should not endanger the raiding force.

e. Size of the raiding force.—The raiding party should be kept to the minimum size which can reasonably be expected to accomplish the mission. As the size increases, so do the difficulties of achieving surprise, control, and speed of execution.

f. Types of raids.—Raids are classified as supported and unsupported (par. 11–4) both of which can be conducted either by day or at night.

g. Daylight raids.—Daylight raids are usually provided fires by supporting arms. Preparation fires and smoke will ordinarily be used to protect the raiding forces.

(1) Daylight raiding parties should approach and withdraw over covered routes. The raid should be launched from the last covered position. The withdrawal may be made over the same route used for the advance, or it may be made over another route. In either case the withdrawal route avoids the suspected location of enemy defensive fires. Road intersections and other prominent landmarks are avoided. Provisions are made to keep the routes of withdrawal open by the use of security detachments and protective fires.

(2) *Conduct.*—(*a*) A daylight raid differs from a daylight attack principally in its rapid execution and conclusion. The withdrawal of the assault parties is covered by advance and flank security parties.

(*b*) The principal duties of the raid commander during the raid are: to decide when to call for, shift, or lift supporting fires; to be constantly on the alert for unexpected hostile reactions; to take prompt and adequate measures to meet any unforeseen emergency; and to decide when to order the withdrawal.

h. Night raids.—Night raids are conducted

in a similar manner to a night attack, followed by withdrawal as soon as the mission is accomplished. Unlike the daylight raid, the routes for a night raid should be in open terrain with good terrain features to guide on. Routes should skirt the edge of woods. Men walking through heavy brush or a wooded area cannot approach the enemy with the stealth required for surprise. Flank and advance security parties precede the raiding force in ample time to clear hostile patrols from the area, thus preventing premature discovery.

11–42 SUPPORTED RAIDS.—*a.* When the mission requires the use of a large force, or that the raiding force remain in the hostile position for any length of time, the fires of supporting weapons will usually be required for adequate protection, particularly during the withdrawal. Units as large as a company or a battalion normally engage in supported raids.

b. Supporting fires.—(1) Supporting fires should neutralize all hostile positions within effective fire radius of the area to be raided. They should box in the area to isolate the defending troops. Targets and signals for these fires must be precisely prearranged. Supporting fires may begin either at a specific time or upon call of the raid commander. Signals are also used for shifting or lifting fires.

(2) Since the prescribed fires must be accurately placed under any condition of visibility, they should be registered in advance. In order to preserve secrecy, registration should cover many points other than those for which data are desired and should be spread out over a long period.

(3) Naval gunfire and aviation may be employed on adjacent and rearward hostile positions and avenues of enemy approach to box in the objective by fire, both during the raid and withdrawal. Preparatory fires sacrifice secrecy and surprise; however, the strength of the position may require a short preparation.

(4) Machine guns place bands of fire near the flanks of the area. They may also be used to supplement naval gunfire support.

(5) If certain weapons are to fire on more than one target during the raid, specific instructions concerning shifting fire are included in the order.

11–43 UNSUPPORTED RAIDS.—*a.* Unsupported raids are conducted without supporting weapons fire. They depend primarily on surprise and on darkness, fog, or smoke, for protection. When the mission is to capture and withdraw immediately, an unsupported raid by a small force is preferable. Supporting and protective fires are planned in the same manner as for a supported raid, but these fires are not used unless called for by the raiding force.

b. Unsupported daylight raids.—Generally, unsupported daylight raids will not be made unless the terrain affords a covered avenue of approach and withdrawal, which facilitates surprise. Such a raid would be launched against small isolated enemy positions.

c. Unsupported night raids.—The success of the raid depends on careful reconnaissance, planning, and training.

(1) The routes for an unsupported night raid are chosen with the same view in mind as those for a supported raid. Open terrain and low ground are best.

(2) *Conduct.*—The raid must be carried out with surprise, stealth, and speed.

11–44 DUTIES OF RAIDING PARTY COMMANDER.—*a. Reconnaissance.*—The reconnaissance necessary for a raid can best be made during the daytime. Subordinate commanders should make at least one night reconnaissance in addition to that made in daylight, if the raid is to be made at night. The reconnaissance must be thorough and as detailed as time permits. Guides or patrols that have been out over the area may assist in the reconnaissance by giving information of specific areas, but unit leaders must make physical reconnaissance if at all possible. The object of this detailed reconnaissance will be to determine: prominent terrain features which will assist in guiding the unit to its objective; routes of approach which may be employed; enemy dispositions and habits. The result of a thorough reconnaissance is the detailed information which is necessary for the formulation of a plan.

b. Plan.—(1) A simple plan thoroughly understood by all raiding troops is essential. Each plan must be devised to fit the existing terrain and situation. In drawing up a plan, the following points should be kept in mind:

(*a*) The objective should be evaluated as to terrain accessibility, distance from friendly front lines, and to the number of enemy troops defending or capable of defending the area. In drawing up plans, the objective, how the terrain will affect probable actions by the raiding force or the enemy, and what advantages or disadvantages it offers must all be considered.

(*b*) The visibility and wind direction must be considered in evolving a plan. If the moon is bright, the enemy will have little difficulty in prematurely detecting the raiding forces.

(*c*) The maintenance of secrecy is vital to surprise. The exact hour of the raid should be kept secret until the last possible moment. A password must be decided upon and all hands properly instructed in its use.

(*d*) Another security measure to be considered in the planning stage is the use of patrols. They may be employed to destroy known or indicated enemy listening posts or outguards. Flank security patrols must be kept to the minimum required to accomplish the mission.

(*e*) Intricate maneuvers are not employed in night raids. They are kept simple.

(*f*) Included in the plan are details to assist in control of movements and supporting fires.

(2) After the plan is evolved, the order is issued. It will follow the usual five-paragraph combat order in form, but should be greater in detail. It should be preceded by a warning order so subordinate unit commanders can make necessary preparations.

c. Organization.—The raiding force is subdivided into small groups, each organized and equipped to accomplish a specific purpose. Groups may include assault parties which accomplish the main mission in the hostile position, parties to provide security for the assault, parties to handle prisoners or remove captured material, and a reserve party for use in emergency. Advance and flank security parties are provided to deal with hostile patrols to the front and flanks. The exact organization varies with each situation. Tactical unity is maintained insofar as practicable. However, each party should be organized for the specific mission it is expected to accomplish.

d. Equipment.—(1) The raid commander prescribes the equipment to be carried. For night raids, equipment and identification means similar to those for night attacks are prescribed.

(2) The appearance of the troops must blend with the terrain. White cloth may be worn over the uniform to match snow. At other times, the clothing, the face and hands may be smeared with mud, pot black, or charcoal.

e. Training and rehearsals.—Time is often available for rehearsals. At least one daylight rehearsal and, for night raids, an additional night rehearsal should be conducted on ground similar to the area to be raided. Equipment during rehearsals will be the same as that prescribed for the raid.

SECTION VI

COMBAT IN BUILT-UP AREAS

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11–45 TERRAIN CHARACTERISTICS.—*a. Definitions.*—(1) A built-up area is any group of buildings, such as villages, towns, cities, or factories.

(2) Block-type construction is a type of built-up area where no gaps exist between buildings. Business districts of larger towns and cities are examples.

(3) Detached and semi-detached building areas are towns and cities where buildings are spaced relatively close together, such as low and middle-cost dwellings, individual and duplex.

(4) Isolated housing areas are found on the approaches to towns and cities. These are individual or small groups of houses with large open areas around them, such as farms or suburban homes.

b. Special considerations.—(1) Exact details of built-up areas may be obtained from town plans, city maps, or aerial photographs.

(2) Camouflage for bunkers is provided by buildings. Bunkers may be constructed within buildings with their embrasures situated to permit firing through existing windows and doors.

(3) Basements and upper floors create the need for all-around security, above and below as well as to the flanks.

11–46 TACTICAL CONSIDERATIONS.—Built-up areas offer cover and concealment for offensive and defensive troops and weapons. However, the attacker must move into and through the built-up area. This is a distinct advantage to the defender; therefore, the attacker attempts to bypass and isolate rather than attack a strongly defended town. The defender attempts to select towns whose strategic or political importance will force the attacker to try capture to further his overall plans. In this case, the attacker must first seize the terrain which dominates the approaches to the town. This action isolates the objective.

11–47 OBJECTIVES.—In the attack of villages and small towns, the objective is the village or town itself. In the attack of larger towns or cities, objectives include such strategic points as railroad stations, public utility buildings, civil administration buildings, and military installations.

11–48 SPECIAL CONDITIONS.—Combat within a built-up area is influenced by the following factors:

a. The concealment and cover available to both forces.

b. The streets and alleys that invite movement but constitute ready-made fire lanes and killing zones.

c. The limited observation and fields of fire except along streets and alleys.

d. The greatly restricted and canalized movement of vehicles. Vehicles are subject to ambush and close range attack by various weapons.

e. The proximity of opposing forces, which limits effective close support by artillery, combat aviation, and naval gunfire.

f. The heavy aerial, artillery, or naval gunfire bombardment of a city before an attack. This bombardment may serve to increase rather than decrease the effectiveness of its defenses. Fallen rubble gives the defender increased protection and may make streets impassable for the attacker's vehicles.

g. The possession and control of upper floors and roofs of buildings. The attacker attempts to enter buildings from roofs or upper stories

while the defender makes every effort to guard the approaches to his position from these vantage points.

h. Sound, magnified and echoed between buildings and along streets, make it difficult to locate enemy weapons. Smoke and dust from explosions and fires make it hard to locate the origin of hostile fire.

i. The restrictions on movement in the open. Because the available cover is rigid and in straight lines, all open movement can usually be observed unless it is concealed by smoke, dust, or darkness. Methods of movement are carefully evaluated; one situation may require stealth and cunning, while another will call for speed and aggressiveness.

j. Interference from buildings limits radio communications. This requires decentralization of control to small unit commanders. Wire and runners provide the most effective communication.

k. Direct fire weapons such as machine guns must be well forward to neutralize enemy fire and provide close support for assault units. These fires must be provided for the smallest units engaged.

l. Smoke employed by small units is especially important. Smoke will remain effective in a built-up area longer than in open areas. This must be considered when its use is planned.

m. Incendiaries are frequently the quickest, surest, and most economical method of dislodging an enemy from a building. To minimize this danger, the defender gives careful consideration to fire control. The attacker must use incendiaries carefully. Resulting fire may become an obstacle to his advance.

11–49 NIGHT OPERATIONS.—Movement outside buildings during daylight is greatly restricted. Therefore, much of the fighting in towns will take place at night. Under the concealment of darkness, streets can be crossed more safely; small parties can infiltrate between defended areas or houses. They can place explosive charges, learn the location of reserves, eliminate hostile patrols, and occupy or destroy undefended houses. Small local night attacks can be employed to gain rooftops or to infiltrate enemy positions to be in position to launch or support a daylight attack. The psychological effect of noise and fire at night must not be overlooked.

11–50 LOOTING.—Built-up areas present many opportunities for looting. As men acquire loot, they discard needed equipment. This results in an overall loss in efficiency. No matter how well disciplined a unit may be, looting will begin on a small scale and gradually increase unless precautions are taken well in advance. The practice of looting detracts from alertness, reduces initiative and efficiency, and may delay the progress of the attack.

11–51 CIVILIAN CONTROL.—Town fighting usually presents the problem of controlling and administering the civilian inhabitants. This problem may be complicated by a flow of refugees from rural areas into the built-up areas. In friendly territory, a high degree of cooperation from civil authorities and the inhabitants can be expected. In enemy-occupied territory, both friendly and unfriendly civilian elements are encountered. The friendly elements are used to help control the others. In an enemy country, civilians may be hostile and uncooperative. Spies and fifth columnists must be dealt with. Constant vigil is maintained to prevent sabotage. Preparations and plans are made to deal with sudden movements by civilians either into or out of the built-up area. Bombing attacks directed against the built-up area will tend to drive inhabitants out of the town. The following ground action on the outskirts will tend to drive them back. Large scale refugee movements toward friendly rear areas along main supply routes must be prevented. Whenever possible, civilian inhabitants are required to remain in place. Enemy soldiers may put on civilian clothes in the hope of later escaping to their own lines. Civilians must be carefully screened to prevent this.

11–52 ATTACK OF TOWNS.—*a. Plan of maneuver.*—The attack of a built-up area is planned in three phases.

(1) *Phase I (isolation).*—Phase I of the attack is designed to isolate the city by seizing terrain features which dominate approaches to the city. The attacker secures positions outside the built-up area from which to support the step-by-step capture of the objective.

(2) *Phase II (seizure of foothold).*—Phase II consists of the advance of the assault forces

to the built-up area and the seizure of some buildings on the near edge of the town. This reduces ground observation and direct fire on the attacker's approaches to the town. The attacker uses the cover and concealment of these buildings to decentralize control and displace weapons forward.

(3) *Phase III (house-by-house, block-by-block, advance through the built-up area).*—While doing this, particular attention must be paid to maintaining control of the units. Plans are made to ensure that each building is thoroughly searched, that units have adequate means of communications, and that prompt resupply is possible.

b. Employment of machine guns.—The light machine guns are employed with the rifle platoons to provide covering fire during the attack to seize a platoon foothold in the area. Once a foothold is secured, these weapons are quickly moved into the built-up area and kept well forward.

c. Conduct of the attack.—(1) *Phases of attack.*—The attack is conducted in three phases. It does not stop or slow down between phases II and III. There is actually no clear line of demarcation between the ending of the second phase and the beginning of the third. When each unit has secured its foothold, it immediately begins to displace its reserve and supporting weapons into the foothold area to support the third phase of the attack.

(2) *Control measures.*—(*a*) *Decentralization.*—In no other form of combat, except jungle warfare, is observation so restricted as in city fighting. This condition makes centralized control difficult. Most fighting will resolve itself into small, independent actions. This situation demands initiative and aggressiveness on the part of small unit leaders and requires decentralization of control to these leaders.

(*b*) *Assignment of objectives.*—Within the built-up area, installations such as railroad stations, telephone exchanges, and public utility works are designated as the objectives of individual units. These installations are often organized as centers of enemy resistance. Assigned objectives must be definite and limited. Streets, streams, and railroads at right angles to the direction of advance often constitute good objectives. When assigning a street as an objective, the near side is always designated. If the far side were designated, it would be necessary to hold the buildings on both sides of the street to secure the objective. Numbering buildings and sections of the built-up area simplifies objective assignment and provides ready reference in pinpointing troops and installations. Battalion units report their arrival at objectives and continue their attack on order of the battalion commander.

(*c*) *Assignment of phase lines.*—Cross streets, streams, and railroads are used as phase lines in the attack. Phase lines assist the commander in maintaining control. All enemy are cleared from each zone before resuming the attack to the next phase line. Battalion units report their arrival at designated phase lines and continue the attack on order of the battalion commander.

(*d*) *Boundaries.*—Restricted observation and control difficulties make it necessary to assign boundaries down to the platoon level. A rifle platoon, attacking organized resistance, is usually assigned a zone of attack one block wide. The assignment of boundaries prevents friendly units from attacking each other, facilitates mutual support, and insures that all structures are cleared of enemy. In solid areas, boundaries will normally be placed down one side of the street, with the street itself assigned to one of the adjacent units. In scattered areas, boundaries may be placed within the blocks so both sides of the street are included in one unit's zone.

(*e*) *Formations.*—Formations vary from a platoon column to a platoon in line. They depend on such factors as enemy resistance, width of zone, and the size, type, and density of buildings.

(3) *Seizure of a foothold.*—The attack to seize a foothold in a built-up area is conducted similarly to the attack on an organized position over normal terrain. Favorable avenues of approach are exploited. Supporting fires are used to neutralize the enemy in the foothold area and to isolate this area from support and reinforcement from other parts of the built-up area. When troops are in the assault position, supporting fires are lifted or shifted as required, and leading elements assault the first buildings to be seized. These buildings are rapidly

cleared of the enemy. The displacement of reserves and weapons into the foothold area then begins.

(4) *House-to-house fighting.*—The following principles, methods, and procedures are guides for leaders and troops engaged in a house-to-house advance.

(*a*) Attack systematically, section by section, the city, town, or village which is stubbornly defended. Adherence to this principle reduces the possibility of active hostile resistance centers in rear of the advancing units.

(*b*) Choose a route of advance which will not mask the covering fire. Streets, alleys, vacant lots, and open areas afford the best fields of fire for the defender and should be avoided. Open spaces that cannot be avoided should be crossed quickly. Smoke may be used to assist this movement.

(*c*) Select cover in advance. The attacker should hug walls and move rapidly from cover to cover. He should roll quickly over rooftops and walls and not go over them upright (fig. 9). Men are trained to fire around the right-hand side of cover from the right shoulder and around the left-hand side from the left shoulder (fig. 10). Firing over the top of cover should be avoided unless the firer's silhouette blends with the background.

(*d*) When selecting positions for firing or observing from within a building, the individual should remain well back within the shadows, in order not to silhouette himself and raise noticeable dust when firing his weapon.

(*e*) Close coordination and mutual support with supporting weapons and adjacent units are required. Friendly supporting automatic weapons place heavy fire down streets and across open areas. If rifle units must cross these streets or open areas, these fires are lifted according to previous arrangements.

(*f*) House-to-house fighting lends itself to surprise situations. To avoid being surprised by the enemy, all-around security—not only to flanks, but also above and below—must be maintained.

(*g*) Reserve units follow the assault units of their commands closely. They protect the flanks and rear of leading units and prepare to

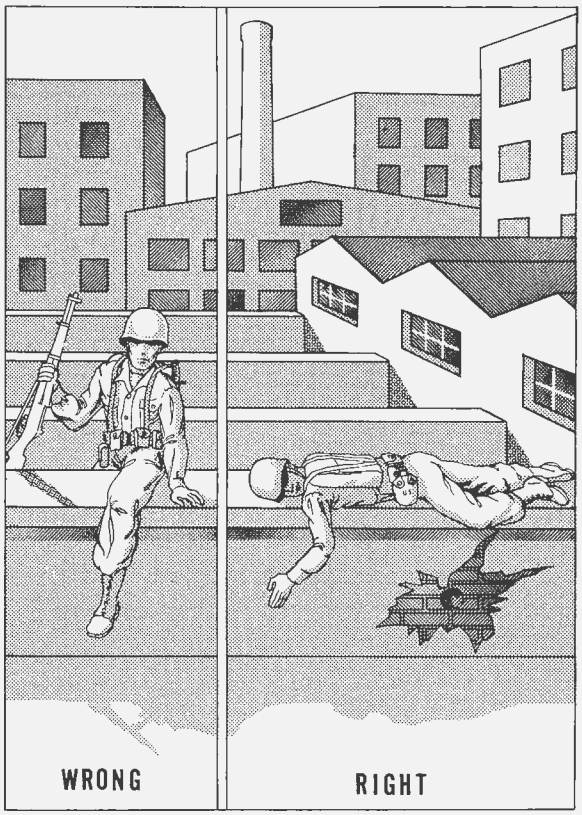

FIGURE 9.—Crossing a wall.

function as assault units. The great amount of cover and concealment available to the attacker and the reduced fields of fire available to the defender permit reserve elements to be farther forward than is possible on more open terrain.

(*h*) Buildings which have been cleared by friendly troops are marked with chalk, strips of cloth, or other means, or guards may be posted. This marking system must be the same for all units fighting within the built-up area.

(5) *Mopping up.*—(*a*) In strongly defended built-up areas, the leading elements must mop up as they advance. Each building in the assigned zone must be entered and thoroughly searched for enemy. This procedure protects leading elements from surprise rear attacks, secures their lines of communication, and prevents reserve units from becoming involved in unexpected operations which may hamper their prompt employment elsewhere.

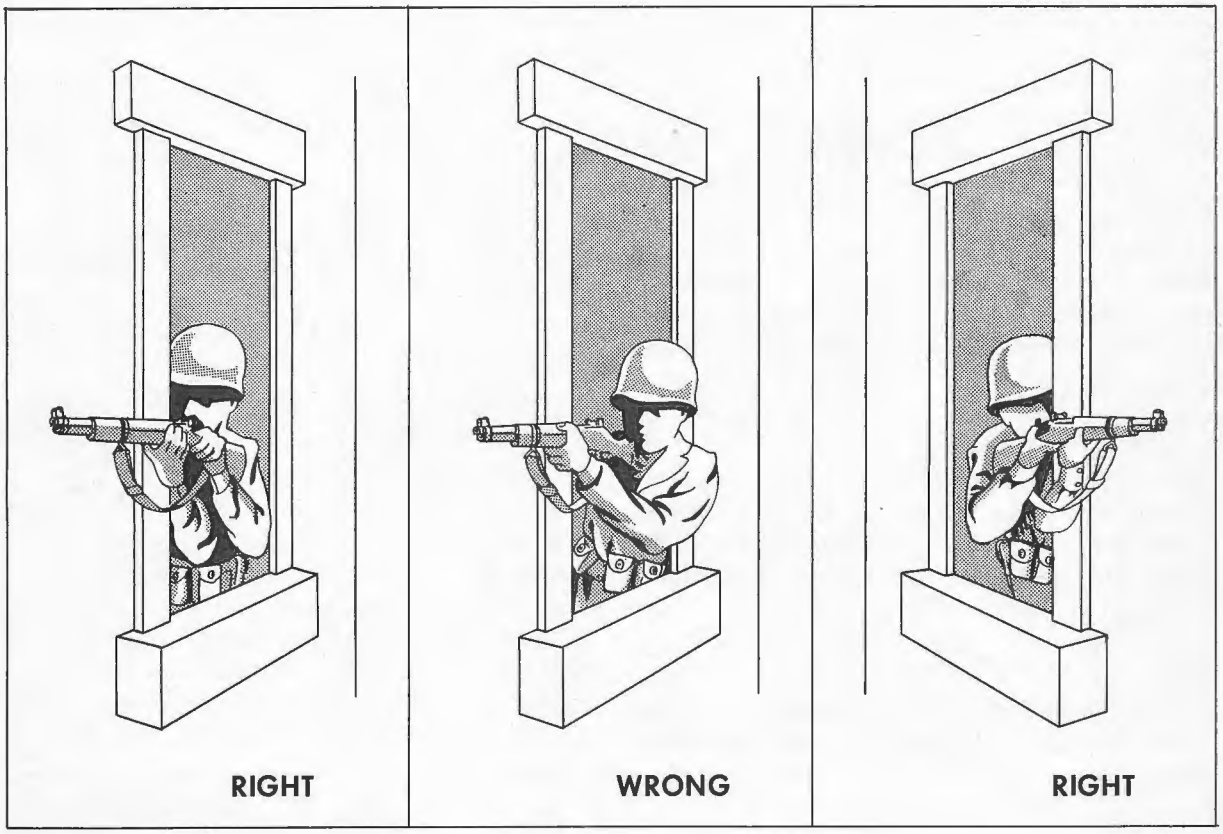

FIGURE 10.—Firing along a street from windows.

(*b*) When a built-up area is lightly defended, leading elements push rapidly forward to seize critical installations. In this situation, reserves are given specific mopping-up missions in areas by-passed or only hastily cleared by the leading units. Close coordination between leading and mopping-up units is essential to prevent fire-fights between friendly units because of mistaken identity.

(6) *Reorganization.*—Reorganization is accomplished as each unit objective is taken. Weapons and men are readily placed in firing positions to cover all avenues of approach. At this time, plans are made for the continuation of the attack. When the entire built-up area has been secured, the reorganization will be such that the enemy cannot regain a foothold within the buildings.

d. Technique of house-to-house fighting.—(1) *Assault technique.*—(*a*) Covering fire is employed whenever assault troops advance. This principle applies to units of all sizes and to individuals.

(*b*) The rifle squad is divided into two groups—the covering party and the search party. The search party consists of one fire team and the covering party of the remainder of the squad. The covering party protects and facilitates the advance of the search party. It places fire on the building to be entered and on any adjacent building which may contain enemy who could fire on the search party. The covering party displaces, on order of the squad leader, under the protection of the search party's fires. The search party enters and searches all buildings the squad is responsible for. It is kept small to prevent getting in each other's way when fighting in close quarters.

(*c*) Adjacent units assist each other by mutually supporting fires.

(*d*) Individual techniques must be emphasized because of the decentralization of control.

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Grenades are used to precede entry into any area that might contain enemy. Individuals should be trained to throw grenades from any position, right or left handed. Portions of a room may not be visible to a man entering it (fig. 11). In such cases, weapons should be carried on that side which will naturally point the muzzle toward the hidden portion of the room. For close combat, emphasis is placed on quick firing rather than on the bayonet. The bayonet impedes obstacle crossing and moving through small openings. A search team of two men is normally given the mission of clearing one room. One man throws a grenade into the room. After it explodes, he enters quickly and places his back against the nearest wall. From this position, he covers the entire room. The second man follows the first man and searches the room in detail. They notify the squad leader when the room has been cleared. At times, it will be necessary to create openings to permit movement from one room or building to another. Mouseholing, or creating these openings, can be done with hand tools, explosives, or weapons (figure 12).

(2) *Methods of entry.*—Whenever possible, buildings are cleared from the top down. There are three methods of entering and clearing buildings:

(*a*) *Entering on uppermost level.*—Entrance through the upper part of a building is preferable because it is easier to work down than up (fig. 13.) A cornered enemy may fight desperately, but an enemy forced down to the ground level may be tempted to withdraw from the building and thus expose himself to the fire of covering units.

Various means may be used to reach the top floor or roof of a building. Ladders, downspouts, vines, or the roofs of adjoining buildings may be used. Men can climb to the shoulders of their comrades and reach high enough to pull themselves up. Toggle ropes are extremely useful. These are short ropes from 4 to 6 feet long and about ½ inch in diameter with an eye

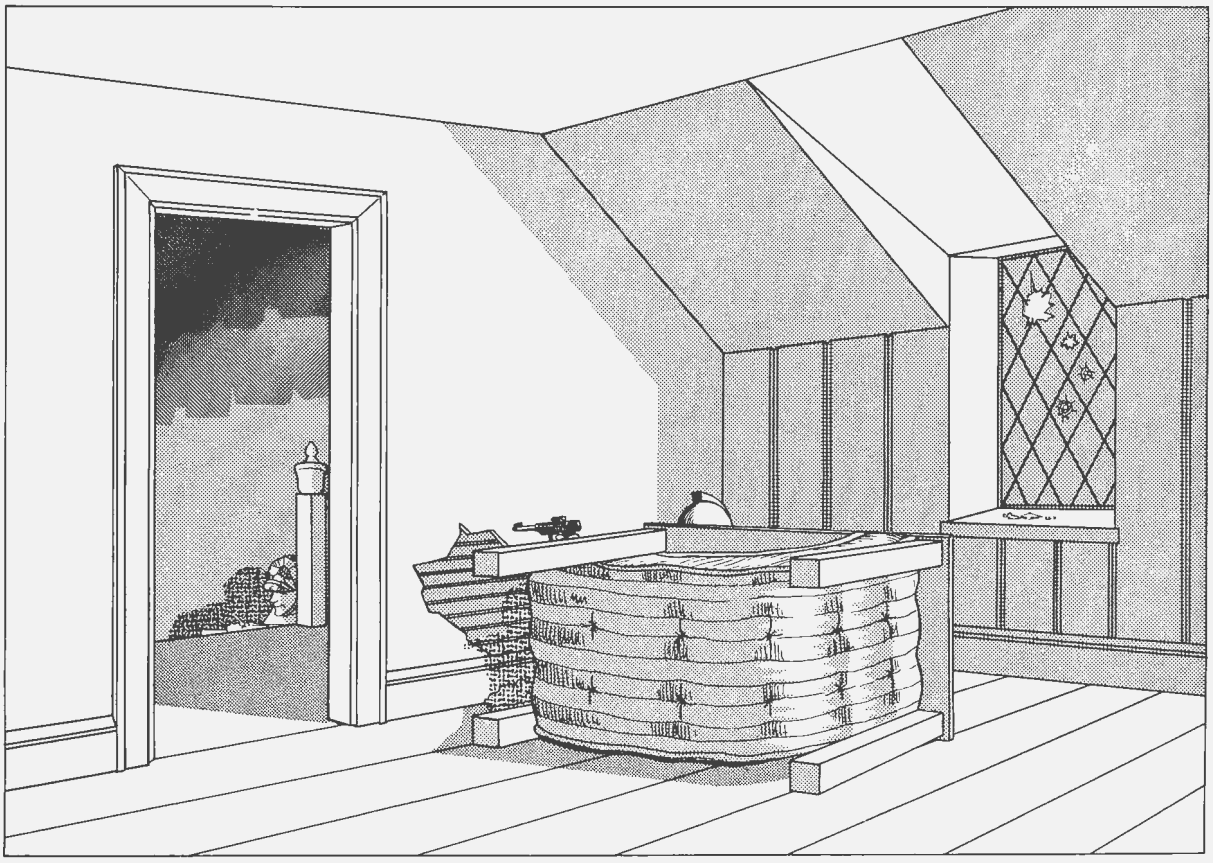

FIGURE 11.—Corner barricade where a portion of the room is not visible to the man entering.

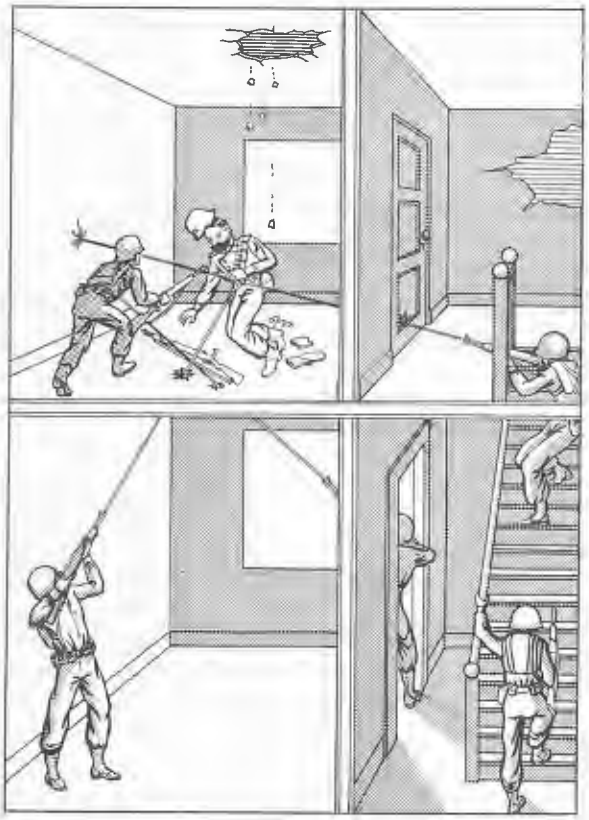

FIGURE 12.—Attack through ceiling and wall.

(loop) at one end and a short stick at the other (fig. 14). Several toggle ropes can be joined together to form wall scaling ropes. By attaching several of these to a grappling hook, a man can scale a wall, swing from one building to another, or enter an upstairs window (fig. 15). Before entering any building that may contain an enemy, always throw in a hand grenade.

(*b*) *Entry on middle floor.*—In many cases, it will be impossible to enter on the uppermost floor. In these instances, entry should be made at the highest possible point. The floor on which entry is made should first be thoroughly cleared. The unit then moves to the top floor and clears the building from the top down.

(2) *Entry on ground level.*—When entrance must be made at ground level it is preferable to use demolitions or other weapons to blast an entryway. Doors or windows may be booby trapped or covered by enemy fire. When the ground floor has been cleared, the unit moves to the top of the building and works down.

(3) *Booby traps.*—Attacking troops are trained to detect and avoid booby trap devices. Untrained troops, upon encountering booby traps, may spread exaggerated rumors which slow down or delay the attack.

11–53 DEFENSE OF TOWNS.—*a. General considerations.*—(1) *Built-up areas.*—The use of a built-up area in the organization of a defensive position depends upon such factors as its size, its location in relation to the general defensive position, and whether it affords increased protection. Cities, towns, and villages constructed of inflammable materials provide little protection and may become a hazard to the defender. Masonry buildings can be developed into well fortified defensive positions or centers of resistance. Each building and each block in a town or city of masonry buildings is a potential fort. It provides such concealment that the attacker is unable to determine which is strongly defended and which lightly. This causes him to dissipate his fires and waste his ammunition. The resulting

FIGURE 13.—Attack from above.

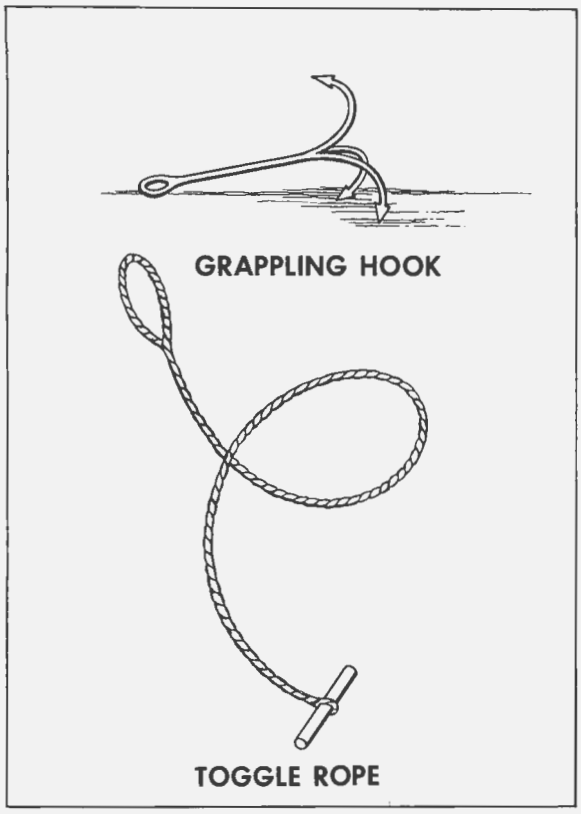

FIGURE 14.—Toggle rope and grappling hook.

rubble and debris hinders enemy advance through the town and provides greater protection for the defender. Cellars, sewers, subway tunnels, thick masonry walls, and reinforced concrete floors and roofs provide cover for the defender during heavy bombardments. When fires lift, he is able to emerge promptly to meet the enemy assault.

(2) *Defensive position.*—(*a*) The defense of a built-up area is comparable to the defense of any other battle position. The defense plan should insure fire coverage of the front and flanks. It should also provide depth, mutual support, and all-around protection.

(*b*) A position that can be avoided easily by the enemy has little defensive value. A built-up area suitable for defense is located so it forces the enemy to launch a direct attack or make a time consuming maneuver.

(*c*) The organization of a built-up area is characterized by: limited observation for both the attacker and defender; reduced fields of fire; increased cover and concealment for weapons and troops; limited mobility and maneuverability of troops; impeded communication; increased difficulty of centralized control.

(3) *Main line of resistance.*—The main line of resistance (MLR) in a built-up area is usually located near the forward edge of the city or town. This prevents the enemy from entering the outskirts and massing his troops and direct fire weapons under the cover of buildings. However, the MLR must not appear as a clearly defined line on which the attacker can mass his supporting fires. When the MLR is located within a town, all approaches to the built-up area and its forward edge are covered by security elements. They provide observation, give warning of enemy approach, adjust supporting fires on the attacker, and deceive the enemy as to the true location of the battle position.

(4) *Boundaries and limiting points.*—Units within the battle position are assigned defense areas with clearly defined boundaries and limiting points. The units are distributed laterally

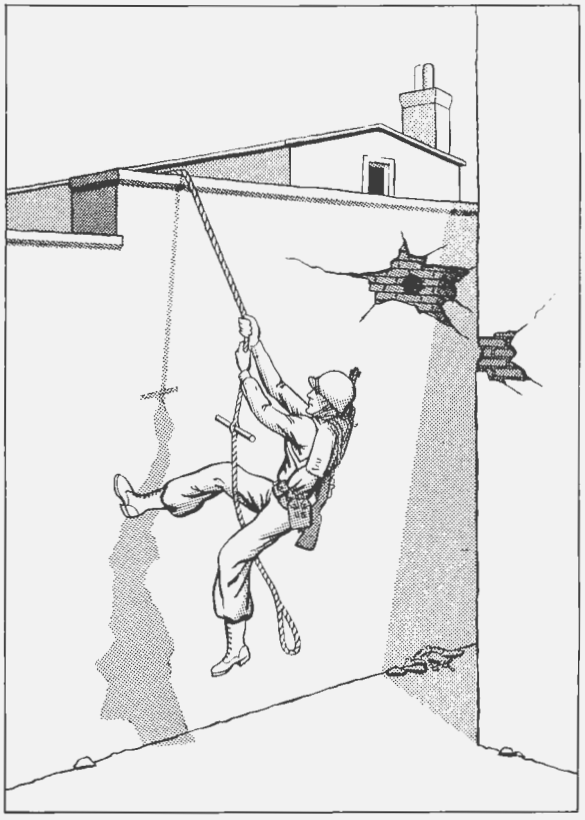

FIGURE 15.—Use of toggle ropes and grappling hooks in climbing.

and in depth. Organized positions are located where fire can be delivered across their front and to the flanks of adjacent elements for mutual support. The frontages and depths assigned units are usually less than those assigned on average terrain. Boundaries are usually located in streets, with limiting points at intersections.

(5) *Use of obstacles.*—Likely avenues of enemy approach are blocked by obstacles and covered by fire. The number and kind of obstacles used are limited only by time, materials, equipment, available labor, and the ingenuity of the defender. Improperly planned or poorly installed obstacles may interfere with maneuver, supply, and evacuation of friendly troops, and may disclose details of the position to the enemy. The type and priority for construction of obstacles is ordered by the battalion commander. Tank barriers can be improvised by blowing large craters, demolishing walls, overturning or derailing street or railroad cars, and by the use of steel rails, beams, and rubble from demolished buildings. These barriers should be reinforced with antitank mines and protected by antipersonnel mines, barbed wire, and small arms fire. Such barriers give protection from mechanized attack and attack by foot elements.

b. Plan of defense.—(1) *Distribution of troops.*—(*a*) The landing party battalion, on the main line of resistance in a city or town, usually has a frontage of 4 to 8 city blocks (average city block is 200 yards) and a depth of 3 to 6 blocks. Usually 2 rifle companies are employed on the main line of resistance and 1 is held in reserve (fig. 16).

(*b*) Each front-line rifle company has a frontage of 2 to 4 blocks, and a depth of 2 to 3 blocks. A company normally employs 2 platoons on the main line of resistance and 1 in reserve.

(*c*) Each rifle platoon defends a tactical locality either on the main line of resistance, in the company reserve area, or in the battalion reserve area. The platoon leader assigns a clearly defined area of responsibility to each

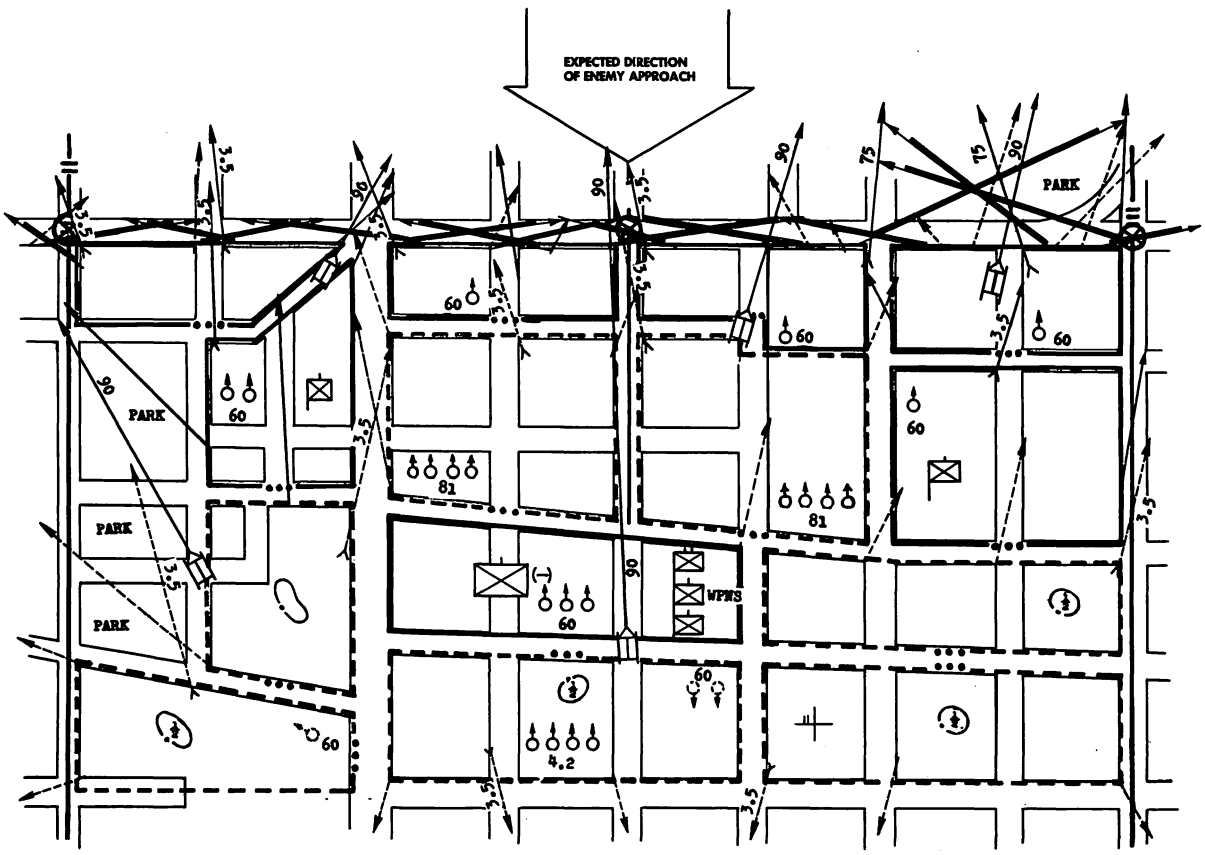

FIGURE 16.—Front line battalion defense area in built-up area—schematic diagram.

rifle squad. The platoon area is systematically organized into a fortified position for all-around defense by: emplacing the supporting machine guns; improving local fields of fire; constructing obstacles to mechanized and foot troop attack; preparing bombproof shelters; preparing for chemical defense; establishing a reliable system of communications with adjacent and lower units. Ample ammunition, food, water, and medical supplies should be stored when the defending unit is or might possibly become isolated.

(*d*) A rifle squad area of responsibility consists of a building or buildings to be occupied and defended. Within this area, obstacles are constructed and weapons located to cover likely avenues of enemy approach. Each individual in the squad is assigned a sector of fire and several firing positions. By shifting his position frequently, the individual can cover his sector while deceiving the enemy as to his location.

(2) *Supporting weapons.*—When short fields of fire exist within the built-up area, machine gun sections may be split. Single weapons are placed to deliver flanking fire on streets and interlocking bands of fire across the front and flanks of the position. If the main line of resistance is along a street, the fires of front-line machine guns are coordinated along that street. Machine guns with close defensive missions are placed on or near ground level to command avenues of approach with grazing fire. Machine guns employed in depth, to provide long range fires in support of frontline units, may be located in upper stories of well-constructed buildings. Barricades for machine guns are constructed in the entrances to buildings or other protective locations. These barricades should be far enough from street intersections to be out of the line of fire directed down the approaches.

(3) *Firing positions.*—(*a*) Firing positions must be selected with great care. Unexpected places should be utilized and weapons to be fired from windows or large openings located well back in the room. The area in front of the weapons should be wet to avoid dust and consequent disclosure of the position by muzzle blast. The muzzle of a weapon should not project from cover. Snipers make frequent changes of position to deceive the enemy.

(*b*) Units must prepare for speedy displacement of supporting weapons to alternate and supplementary positions. This preparation includes cutting passages through buildings. Measures are taken to prevent the enemy from getting above the defender and fighting his way down. Principal, alternate, and supplementary fire ports for all weapons are prepared, reinforced, and camouflaged. Ports may be high, to enable fire from a platform, or low, to allow fire from a prone position. Low ports are blocked with sandbags when not in use. It is a good practice to fire successive shots from different ports. Dummy ports may be used to draw enemy fire (figs. 17 and 18.).

(*c*) Windowpanes are removed or sandbagged to prevent injury from flying glass. Openings, including chimneys, are screened or closed against grenades. Curtains should be placed over the upper portion of openings to darken the rooms to prevent observation by the enemy.

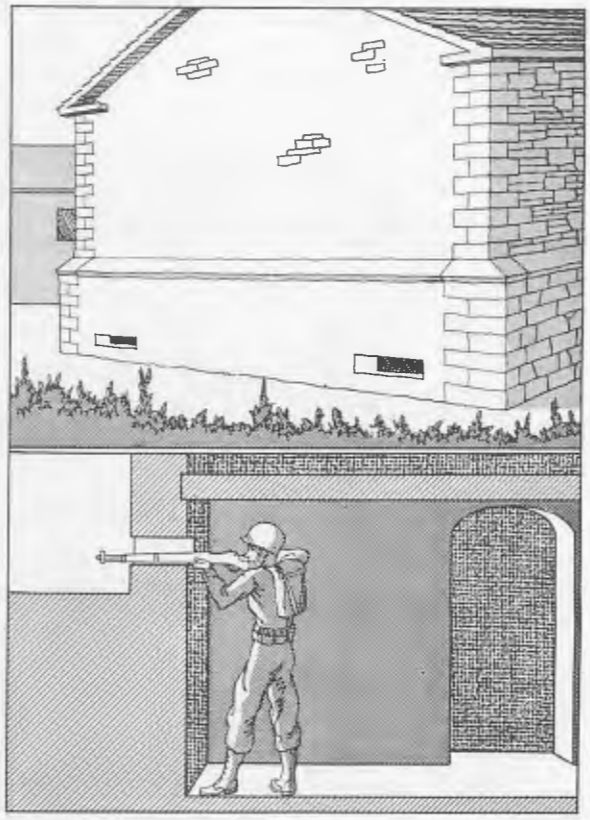

FIGURE 17.—Typical firing ports and observations slits in wall of masonry building.

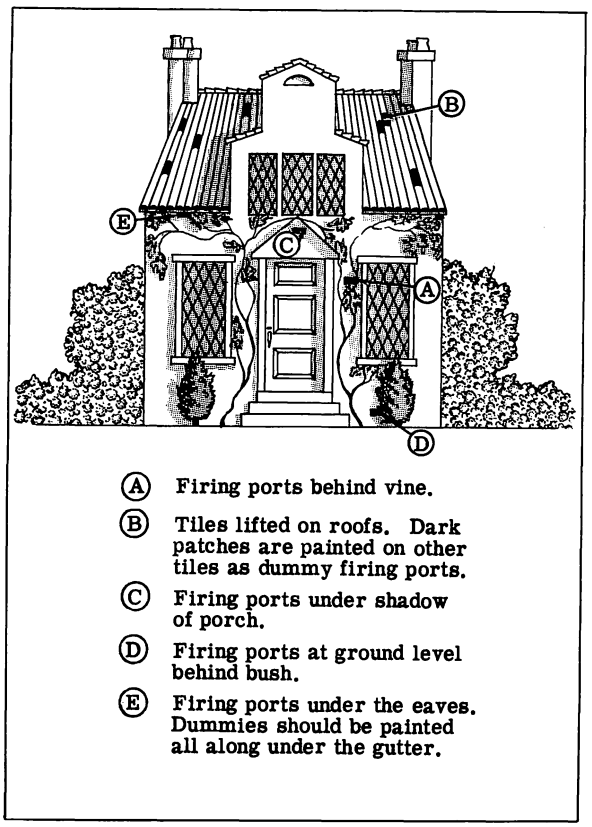

FIGURE 18.—Fire ports in unexpected places.

(4) *Communications.*—The communication system for the defense of towns is as complete as time and equipment permit. All existing commercial facilities are used to supplement organic means. Messengers between battalion units take maximum advantage of covered routes, particularly subways and sewers.

(5) *Logistic support.*—All supplies are dispersed and stocked sufficiently to sustain each defense area, however small, for a prolonged period in case it becomes isolated. Ammunition, food, water, and other critical items are securely stored in bombproof and fireproof shelters. Water for personnel and fire fighting may become a major problem because of contamination or destruction of local sources. The supply plan should provide for replenishment by aircraft in an emergency. Supply and evacuation activities are usually carried on at night.

(6) *Control of civilians.*—Control of civilians in a built-up area requires prompt and effective disposition of all persons unwilling or unable to contribute to the defensive effort. Military control of essential utilities is a necessity. Where practicable friendly inhabitants are integrated into the defense force. They are given brassards or other forms of identification. These individuals usually have the will to resist, particularly when they are fighting for their homes. If placed in a strong position, they can sometimes stop forces of superior military training.

(7) *Counterattack plans.*—Reserve elements, after preparing their positions, select and prepare concealed routes for counterattack. When necessary, passages are cut through buildings. Battalion counterattack plans are prepared for each part of the battle position that may be penetrated. Priority is given areas which, if penetrated, will be critical to the defense of the battalion defense area. Plans are carefully coordinated to insure rapid movement of reserve forces to positions from which counterattacks are to be launched.

c. Conduct of defense.—(1) *Employment of security forces.*—As the attacker comes under the observation of patrols, air observers, or the combat outpost, he is subjected to long range fires. The intensity of the fire increases as the attacker advances. Troops do not engage the enemy in close combat in outpost positions; they withdraw to prepared positions within or in rear of the battle position. The attacker is held under accurate and heavy fire as he approaches the battle position. The mission of all security forces in front of the battle position is to delay, deceive, and disorganize the enemy. They are aided in this mission by the limited observation afforded the enemy and the ease with which the enemy routes of approach can be blocked by barricades and mines.

(2) *Main battle position.*—When the attacker reaches an area from which he can launch an assault, final protective fires are laid down in front of the main line of resistance. These fires protect obstacles constructed forward of the battle position in the enemy's likely avenues of approach. If the attacker reaches the battle position, resistance is continued by increased fires and by close combat in the streets and within the buildings. Machine guns, individual weapons, and hand grenades become the primary means of defending the main battle position. The success of the defense depends upon each unit holding its assigned area. Each

unit entrusted with a defense area defends it at all costs unless otherwise directed by higher authority.

(3) *Employment of reserves.*—(*a*) The primary missions of the battalion reserve are to prevent encirclement, to block or counterattack penetrating elements, and to defend the flanks and rear. The battalion reserve usually organizes a position in the rear portion of the battalion area to complete the all-around defense of that area. After completing the organization of its position, the battalion reserve, less a small holding garrison left in the defense area, is usually assembled in bombproof shelters. The reserve is prepared to counterattack any penetration of the battalion area or to occupy its prepared penetration-blocking positions. Elements of the reserve company may be employed on security missions.

(*b*) If the battle position is penetrated, the enemy must be contained and destroyed by fire power. Fires are directed at the penetrating force by all available supporting weapons, by units on the flanks of the penetration, by company reserves, and when necessary by the battalion reserve. Once the penetration has been contained, reserves move by covered routes of approach to counterattack positions. When the counterattack is launched, all available supporting fires are placed in support of the counterattack force to assist in ejecting the enemy from the battle position.

(4) *Special considerations.*—(*a*) The defenders must guard against surprise attack, demolitions, and the spreading of fires. Tin cans attached to trip-wires or barbed wire give warning of enemy approach. The ceilings over basement dugouts or occupied rooms should be reinforced and fireproofed with wet earth or masonry. Firefighting equipment must be ready for instant use. Inflammable materials should be removed.

(*b*) One or more well-camouflaged, sandbagged observation posts should be prepared in an attic or the upper story. Such locations may also be used for sniping and to prevent enemy rooftop infiltration.

(*c*) All troops watch for booby traps, especially if the enemy has previously occupied the building.

(*d*) One exit is always kept available. Holes are made in walls of interior rooms in concealed places, such as behind heavy furniture, under stairs, or other places not easily discovered by the enemy.

(*e*) Openings are barricaded. Doors are bulletproofed by placing sandbags behind them and the opening is restricted to the minimum necessary for passage. Openings are located so the enemy cannot see into the rooms.

(*f*) The floors of upper stories, particularly landings, should be bulletproofed with sandbags. This will afford protection against enemy fire from below.

(*g*) When the enemy attempts to breach the wall of a building, friendly troops keep a room between them and the enemy to avoid blast effect. Immediately after the explosion, friendly troops take position to cover the hole with fire, remaining alert for any hand grenades which may be thrown into the room.

(*h*) Hand grenades may be effectively employed by dropping them out of windows on the enemy in the street below.

(*i*) Structural features, such as drain pipes, which might assist the enemy in climbing buildings should be removed during the defense preparation.

(*j*) Observation holes in floors or walls should be covered with a sandbag when not in use.

(*k*) When forced out of a portion of a building troop withdrawal should be toward prepared exits, preferably in upper stories. It is easier to throw grenades down than up stairs.

(*l*) When cut off and unable to escape from a room, the defenders should barricade themselves in a corner nearest the door where they can fire at the enemy as he enters.

SECTION VII

POLICE FUNCTIONS

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11–54 GENERAL.—*a.* Personnel assigned shore patrol or military police duties should, if possible, be mature men. They should be trained in the nature of their special duties and they should demonstrate all of the high qualities of neatness, politeness, firmness, skill, tact, and common sense that are necessary in shore patrol or military police functions. As they represent the authority and prestige of the naval service, their appearance and deportment must be exemplary.

b. The mission, organization, operation, and jurisdiction of the U. S. Navy shore patrol and beach guard is set forth in the U. S. Navy Shore Patrol Manual.

c. In addition, the following paragraphs are to be used as a guide in the functioning of landing party elements charged with police functions in occupied or enemy territories, in domestic disturbances, or in national disasters.

11–55 MISSION.—The mission of military police, under martial rule or in occupied territory, is to maintain law, order, and good discipline; to protect the property and inhabitants of the area to which they are assigned; and to enforce the authority of the naval commander. They may, in the implementation of this mission and under the direction of the naval commander:

a. Occupy important areas, through which combat units have advanced, that are having civil disturbances or are suffering from disaster.

b. Conduct operations necessary to clear the area of guerillas, bandits, and isolated bands of military resistance.

c. Prevent plundering.

d. Enforce food regulations.

e. Seize and secure such property, records, and installations as may be directed by competent authority.

f. Act as a security force against attack by hostile troops.

g. Begin energetic preventive policing of the area.

h. Administer jails and prisons.

i. Assist in the reorganization of the civil police system.

j. Investigate crimes committed by and against naval or military personnel.

k. Control the circulation of individuals, both civil and military.

l. Exercise such control over public and private transportation as may be directed by competent authority.

m. Maintain close liaison with our intelligence agencies and local sources of information. The mutual exchange of information between intelligence agencies and military police greatly assists control of subversive activities and the circulation of the local population.

n. Supervise the care and feeding of refugees and local inhabitants when required.

o. Work in close cooperation with civil affairs officers.

11–56 FORCES OF DISORDER.—*a.* Military police in occupied territories are confronted with the following classes of disorder:

(1) Revolutionary movements organized and designed to overthrow established government.

(2) Rioting and lawlessness arising from local or widespread grievances against the military or local government.

(3) Ethnic, or political disturbances, not necessarily directed against the military.

b. Military police prevent or suppress these disorders. They capture or destroy lawless bands and their leaders, protect administrative officials and law-abiding people, and prevent the spread of disorder.

11-57 SECURITY.—*a.* Military police secure such places as are essential to the conduct of the military and naval control, and make plans for the use of their forces in event of an emergency. If hostile forces are encountered, every method and weapon necessary for their defeat or capture is used, but punitive measures and reprisals are avoided.

b. The employment of the minimum amount of force, coupled with firm and timely action, will be interpreted as strength, discourage further disorder, and eliminate the necessity for instituting more severe measures. Delay or hesitation in the use of force will usually be interpreted as weakness. Drastic action may be ordered only by higher authority.

11-58 SUBVERSIVE ACTIVITY.—*a.* Leaders of subversive movements, who have oratorical ability and the capacity for political organization, gradually assert themselves. They know the best means to counter government measures and arouse the populace. Men of this type are dangerous. They should remain confined. Upon release they emerge more hostile than ever and often with new plans conceived while in confinement.

b. Students in the occupied territory are often followers of these leaders. News that their leaders have been arrested may arouse them to attempt violence and sabotage.

Government property, utilities, and communication lines may be destroyed and attacks made on military officials.

c. Information of subversive activity is obtained through intelligence, police agencies, and friendly persons. The inhabitants must be made to realize that concealment of information is a punishable offense. Informers must be protected against terrorism and acts of reprisal by the subversive element.

d. Communication of information to the enemy must be severely and promptly dealt with.

e. Strong measures must be taken against outbreaks of sabotage.

11-59 REPRISALS.—It is the duty of the military police to maintain order in an occupied area, and not to avenge the wrongful acts of the inhabitants. A policy of reprisals is always dangerous, usually resulting in partisan warfare. The chief sufferers of partisan warfare are apt to be defenseless civilians. Inability on the part of the military to give them adequate protection will discredit the occupation forces. If reprisals are undertaken upon order of competent authority, the reasons for so doing should be publicly stated.

11-60 USE OF FIREARMS.—The firing of a weapon at another person by a shore patrolman or military policeman is considered justified under the following conditions:

a. To protect the patrolman's or policeman's own life or the life of another person when no other means of defense will be effective.

b. To prevent the escape of a prisoner, as defined and prescribed by the Brig Manual, or of a person known to have committed a serious crime such as armed robbery, murder, rape, etc., when no other means is available to prevent such escape.

c. To prevent acts of sabotage, espionage, arson, and other crimes against the government, after all other means of preventing such crimes have failed.

d. To protect private property, when specifically ordered to do so.

11-61 SUPERVISION OF CIVIL POLICE.—*a.* Economy of effort by military police is achieved principally by the use of local police personnel and facilities. Many members of the civilian police, because of their devotion to duty as civil servants, their indifference to the nature of the political regime, or their active loyalty to the military, may be permitted to continue their normal duties.

b. Selected civil police who have demonstrated their loyalty should be used to assist the military police because of their familiarity with the language, customs, and geography of the occupied territory. Every use should be made of existing civil machinery consistent with the policies established by the military government.

11-62 PRISONERS OF WAR.—The treatment of prisoners of war is governed by the Geneva Prisoners of War and Red Cross Conventions of 1929. Both have been officially adopted by the United States and most of the other nations of the world. The Geneva Convention delineates those considered prisoners of war. It regulates their treatment, including care, food and clothing, internal discipline and punishment, labor and pay, external relations, representation, prisoners information, and termination of captivity. The term "prisoners of war" includes primarily all persons, whether combatants or noncombatants, belonging to the armed forces of a belligerent nation when captured by the enemy in the course of military operations. Captured militia and volunteer corps personnel are prisoners of war. Under some circumstances, citizens resisting invaders and certain followers of the armed forces fall in the category also. The Red Cross Convention includes directions for the treatment of medical and sanitary personnel, chaplains, and other "protected personnel" who have been captured.

b. All military personnel must be fully aware of these provisions as a protection in the event of their own capture.

c. Violation of any of these provisions is not only a violation of the laws of the United States, but may also result in retaliation by the enemy against our own prisoners of war. It may subject this nation to unfavorable criticism. A course of instruction in the applicable provisions of these conventions should be given by all officers whose command responsibilities may include treatment of prisoners of war.

d. The Prisoners of War (Geneva) Convention provides: (1) Article 2:

(*a*) Prisoners of war are in the power of the hostile power, but not of the individuals or corps who have captured them.

(*b*) They must at all times be humanely treated and protected, particularly against acts of violence, insults, and public curiosity.

(*c*) Measures of reprisal against them are prohibited.

(2) Article 3:

(*a*) Prisoners of war have the right to have their person and their honor respected. Women shall be treated with all the regard due their sex.

(*b*) Prisoners retain their full civil status.

11-63 CAPTURE.—*a. Disarming.*—Immediately upon capture, enemy personnel, or suspicious individuals, are disarmed and searched for concealed weapons.

b. Segregation.—Immediately after capture, or as soon thereafter as possible, enemy officers, noncommissioned officers, privates, deserters, and civilians are segregated and delivered in that manner to the landing force collecting point.

c. Interrogation.—(1) When interrogation teams are employed with units in contact with the enemy, the search of prisoners for documents is conducted under the supervision of team personnel.

(2) When no interrogation team personnel are attached, the battalion intelligence officer supervises the search. Documents and articles required for intelligence purposes, removed from the person of a prisoner, are marked with his name and identification number and turned over to the prisoner escort. Thus, documents are available, with the prisoner on whom they were found, to interrogators at higher echelons.

(3) Until such time as the prisoners can be searched by qualified personnel, guards must be on the alert to prevent the destruction of documents.

d. Information.—Prisoners of war are required to give only their name, rank, birthdate, and serial number.

e. Coercion.—Coercion will not be used on prisoners or other personnel to obtain information relative to the state of their military forces or country. Prisoners or others who refuse to answer such questions may not be threatened, insulted, or unnecessarily exposed to unpleasant treatment of any kind. The examination of prisoners, or others, is not prohibited. Provisions will always be made for such examination.

f. Personal effects.—The personal effects of prisoners of war remain their property and will not be taken from them. Prisoners of war are permitted to retain clothing, insignia, identification tags or cards, decorations, and when necessary, helmets and gas masks.

g. Documents.—Whenever practicable, documents, except personal identification cards, will be collected by the capturing unit, identified with the prisoner from whom they were taken,

and transmitted to the rear with the prisoner. Documents identifying enemy personnel as protected under the Red Cross Convention will not be confiscated.

h. Escorts.—The commander of the escort is provided a memorandum stating the time, place, and circumstances of capture, and the unit making the capture. Sufficient troops, from reserve units whenever possible, are detailed to escort prisoners to the rear. These troops should be familiar with the circumstances of capture. Troops detailed as escorts will:

(1) Prevent escapes.

(2) Maintain segregation of prisoners if the tactical situation permits.

(3) Prevent prisoners from discarding or destroying any document or insignia.

(4) Prevent anyone other than authorized interrogators from talking to the prisoners.

(5) Prevent unauthorized personnel from giving prisoners food, drink or cigarettes.

(6) Enforce silence among prisoners when required.

(7) Deliver prisoners to the designated collecting point as soon as possible.

i. Evacuation.—Routes of evacuation for prisoners of war usually follow the lines of medical evacuation. Able bodied prisoners of war may be used as litter bearers for their own and our more severely wounded personnel. Our slightly wounded personnel are used as prisoner escorts when possible.

11–64 TRAFFIC CONTROL.—*a.* In operations of any great scale or under martial law in the vicinity of urban areas, the movement and control of military as well as civilian vehicles will often affect the mobility and efficiency of our forces.

b. The shore patrol or military police of the landing party is responsible for the orderly control of traffic within the zone of operations.

c. In operations involving vehicles in any number, traffic-control plans, routes, and circulation systems must be worked out by the force S–4 and supervised by the shore patrol commander or the unit provost marshal.

d. The general responsibility of the shore patrol or military police for the execution of the traffic plan involves many specific functions. The manner in which traffic police operate and the relative importance of their various responsibilities vary with the conditions under which control is exercised and the type and degree of control in effect. Thus, in a combat zone their primary duty is to keep traffic moving in accordance with tactical requirements. Ability to act quickly and effectively in emergencies is of prime importance.

e. The success of a traffic-circulation plan rests directly on the quality of its execution, which in turn depends on the quality of the control plan and the work of every man engaged in its execution. It must be remembered that the responsibility of the military police is to provide good traffic operations. This calls for more than routine supervision of the execution of a circulation plan as it automatically develops. Few plans work out as anticipated. Effective modification by military police is often necessary. Close supervision by unit commanders and a good network of communications will give the traffic control plan the necessary flexibility to meet unforeseen conditions.

f. Duties of military police handling traffic include the following:

(1) Regulating traffic at points of actual or potential conflict such as bottlenecks and intersections.

(2) Enforcing traffic regulations and orders.

(3) Patrolling routes.

(4) Furnishing information.

(5) Rerouting traffic when necessary.

(6) Handling traffic accidents.

(7) Clearing traffic jams.

(8) Reporting necessary road maintenance.

(9) Recommending traffic control and road improvements.

g. Successful performance of these duties requires knowledge and skill, alertness and constant attention to duty, and a proper concept of the purpose of the job. Effective traffic regulation is not easy, but can be accomplished if these requirements are met.

h. For additional information on the functions of military police see Department of the Army publications FM 19–5, Military Police, and FM 19–10, Military Police in Towns and Cities.

SECTION VIII

RIOT DUTY

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11–65 GENERAL.—*a.* Federal forces will be called upon to perform riot duty only where the disorder is serious and widespread, and civil authorities are unable to handle the situation. In the case of riot and disorder, however, they cannot be employed, except for the protection of Government property, unless so ordered by the President of the United States.

b. In case of wholesale and universal disorder in a town, city, or district, Federal forces properly ordered will, in general, be required to carry out the tactics prescribed for the occupation of hostile towns and cities, or at least a modified form of these tactics. No exact rules can be prescribed; each case must be handled separately. The severity of the measures and precautions taken to obtain the desired result should be such as to reestablish law and order in the shortest practicable time, with a minimum of violence and bloodshed.

11–66 DEFINITIONS OF CROWDS AND MOBS.—*a.* Mobs develop from crowds which in most cases could be broken up by the proper application of crowd tactics. A crowd lacks organization and unity of purpose, but, if it is bent on mischief, requires only a leader to convert it into a mob. If it is compelled to move on and break up, there is usually little danger.

b. A crowd assembled for an unlawful purpose hesitates to commit itself to a course of unrestrained violence. Some of its members may perform violent acts when they think they have little chance of being apprehended and punished. The crowd, although noisy and threatening, should be kept well in hand. If left to its own devices it is very likely to commit assaults and depredations which will excite it to the mob pitch. A crowd may be converted into a mob by:

(1) An apparent weakening of the forces holding a crowd in check, even though only momentary.

(2) A single piece of audacious violence successfully carried through.

(3) A few minutes' harangue by a fiery leader.

(4) The appearance on the street of a conspicuous and hated figure.

c. It is the business of the officials, civil and military, to see that this transformation does not take place, for the formation of a mob usually means bloodshed before order is restored.

d. A crowd is a group or a number of separate groups which is, or may be, disorderly and inclined to violence, but which has not as yet lost its collective sense of fear. A mob, on the other hand, is distinguished by the fact that, under the stimulus of intense excitement, its members have actually lost all sense of fear of the law and can only be brought to their senses by the overpowering demonstration of force.

11–67 CROWD TACTICS.—*a.* As a rule, weapons fire should be used against a crowd only as a last resort.

b. For psychological effect, it should be evident to the crowd that there is a commander, that he has a plan, that he has the courage to act vigorously, and that he intends to use whatever force is necessary.

(1) Normally, the first step in dispersing a crowd is the display of military strength. At this time, the military commander or, in his absence, the commanding officer of troops

at the scene will call upon members of the assemblage, in the name of the President of the United States, to disperse and go to their homes immediately. A proclamation will be issued by the military commander to advise the people residing within the community of the rules and orders they are to obey and the reasons for such rules. This proclamation by the military commander is not to be confused with the Presidential Proclamation.

c. Having broken up the crowd, it is necessary to keep it moving. Patrols should be detailed to follow it and prevent small groups from collecting again. If any persons stand out as prospective leaders, and seem to be trying to excite the crowd, they should be arrested.

d. Troops must be made to understand that in dealing with citizens they must be courteous, yet firm; that they must pay no attention whatever, nor appear to hear, insults from the crowd.

11-68 MOB TACTICS.—*a.* The methods to be employed against mobs differ from those required against crowds. Less dispersion of forces is allowed, more force must be used and must be held well in hand, and sterner measures must be adopted.

b. In cases where military force is used for the protection of Government property the commander who commands the mob to disperse and does not allow sufficient time for it to do so before taking life, will be very derelict in his duty. A mob should not be harangued, bullied, or bluffed, and above all it should not be threatened or dared.

c. A mob usually should be attacked on one flank, depending upon the direction desired to drive it. When those in front would like to retreat but, because of the pressure from behind, are unable to do so, the mob should be attacked in the rear.

d. When rifle fire is resorted to, the aim should be low, to prevent shots going over the heads of the mob and injuring innocent persons that cannot get away. The number of rifles used should be no greater than is absolutely necessary. If there is firing from the rear of the mob, a few marksmen should be so placed where they can return the fire. A few good marksmen should be detailed to fire on windows or roofs from which firing comes or from which missiles are thrown. Care should always be taken to avoid firing into a group of innocent persons from which some rioter has fired.

e. Blank cartridges should not be used when combating a mob bent on violence, nor should a volley be fired over their heads.

Such action will be regarded as an admission of weakness, or as an attempt to bluff, and may do much more harm than good.

f. Bayonets are effective when used against rioters who are able to retreat, but they should not be used against men who are prevented by those behind from retreating. The appearance of fixed bayonets has a psychological value against rioters that should not be overlooked.

g. Tear gas grenades, employed by military forces equipped with gas masks, are a most effective method of dispersing a mob. Tear gas grenades should be projected to the windward side of the rioters.

h. Hand-to-hand fighting should be avoided. Here the mob, because of its superior numbers, has the advantage. The mob should be kept at such distance that personnel can employ their weapons and use their training and discipline to the best advantage.

i. A reserve should always be held out.

11-69 FORMATIONS.—If it should become necessary to charge a mob or move against it, a suitable formation should be taken. The choice of formation will depend somewhat upon the direction it is desired to drive the mob. The following formations are suggested:

a. Marching in parallel columns, heads of columns abreast, as indicated in figure 19.

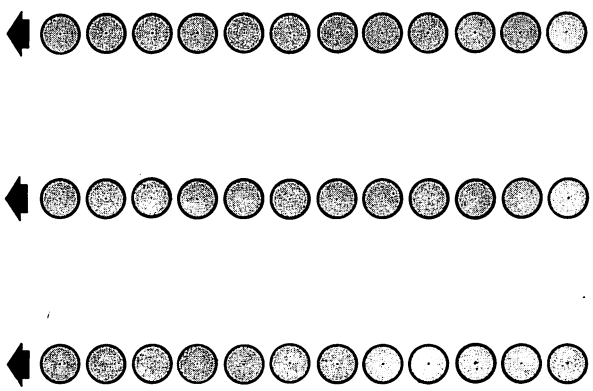

FIGURE 19.—Line formation.

In this case the mob will be driven directly to the front with a chance for them to disperse to the flanks.

b. Marching in parallel columns with the columns in echelon as indicated in figure 20.

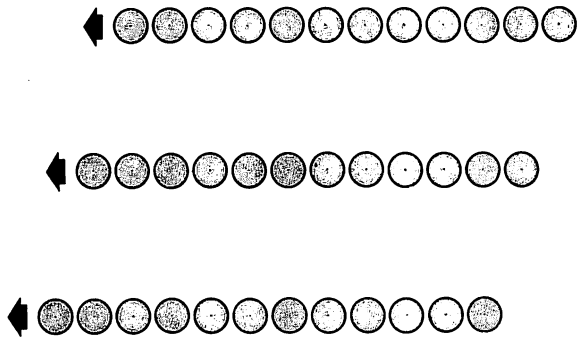

FIGURE 20.—Echelon formation.

In this case the mob will retreat in an oblique direction from that of the march, the direction being away from the most advanced column. This formation has the advantage of enabling the more advanced columns to assist the others by flanking movements.

c. Marching in parallel colums, those columns on each side of the center being echeloned to the rear to form a wedge, as indicated in figure 21. This formation has the effect of dividing

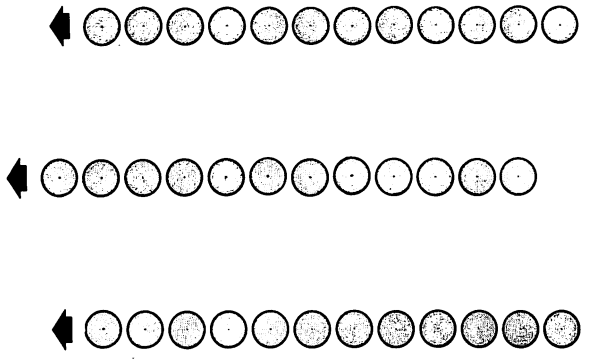

FIGURE 21.—Wedge formation.

the mob into two parts and may be of advantage when it is desired to handle the parts separately. It may be that the mob will thus be forced out into the open where parts may be attacked from several directions at the same time.

(4) Marching in any formation which permits the force to take the mob in flank and rear. Being fired into from a flank or from the rear is trying to the morale of the best-disciplined troops, and it has a demoralizing effect upon a mob.

11–70 PLATOON TRIANGULAR FORMATION FOR RIOT DUTY.—*a.* The triangular formation indicated in figure 22 is recommended when it is necessary for a platoon to march through streets occupied by small isolated groups of rioters. In recommending this particular formation it is assumed that the rioters are not employing firearms and that the display of force or shock power (as differing from fire power) of an intact unit of marching men will disperse the small disorganized groups of rioters. In the event the rioters are employing firearms the advance through the streets will necessitate the employment of a regular combat formation.

b. As far as practicable the formation should be in two ranks. Men in the front rank should be close enough to prevent members of the mob from penetrating the interval between them and, at the same time, have enough space for the free use of their weapons. Men in the rear rank engage any members of the mob who may penetrate the intervals in the front rank. They also replace casualties in the front rank.

c. Organization commanders will specify whether weapons are to be carried loaded or unloaded, and whether bayonets are to be fixed or not. Rifles are carried at high port. If bayonets are not fixed, the riflemen use butt strokes or, in an emergency, use the rifle as a club. Automatic riflemen may be used to observe the mob for the possible appearance of men equipped with firearms, and to engage snipers who fire from buildings.

d. The leading squad is the base squad on which rear squads regulate their movements.

11–71 SEGREGATION OF AFFECTED AREAS.—*a.* If the disorder is confined to a particular locality or district, this area must be segregated. Once segregated, all gatherings must be immediately broken up. Individuals on the streets must be required to keep moving. The streets must be constantly covered by patrols, with supports established at proper points. Special guards will be established at plants or buildings which may become the object of the mob's activities. All saloons and dis-

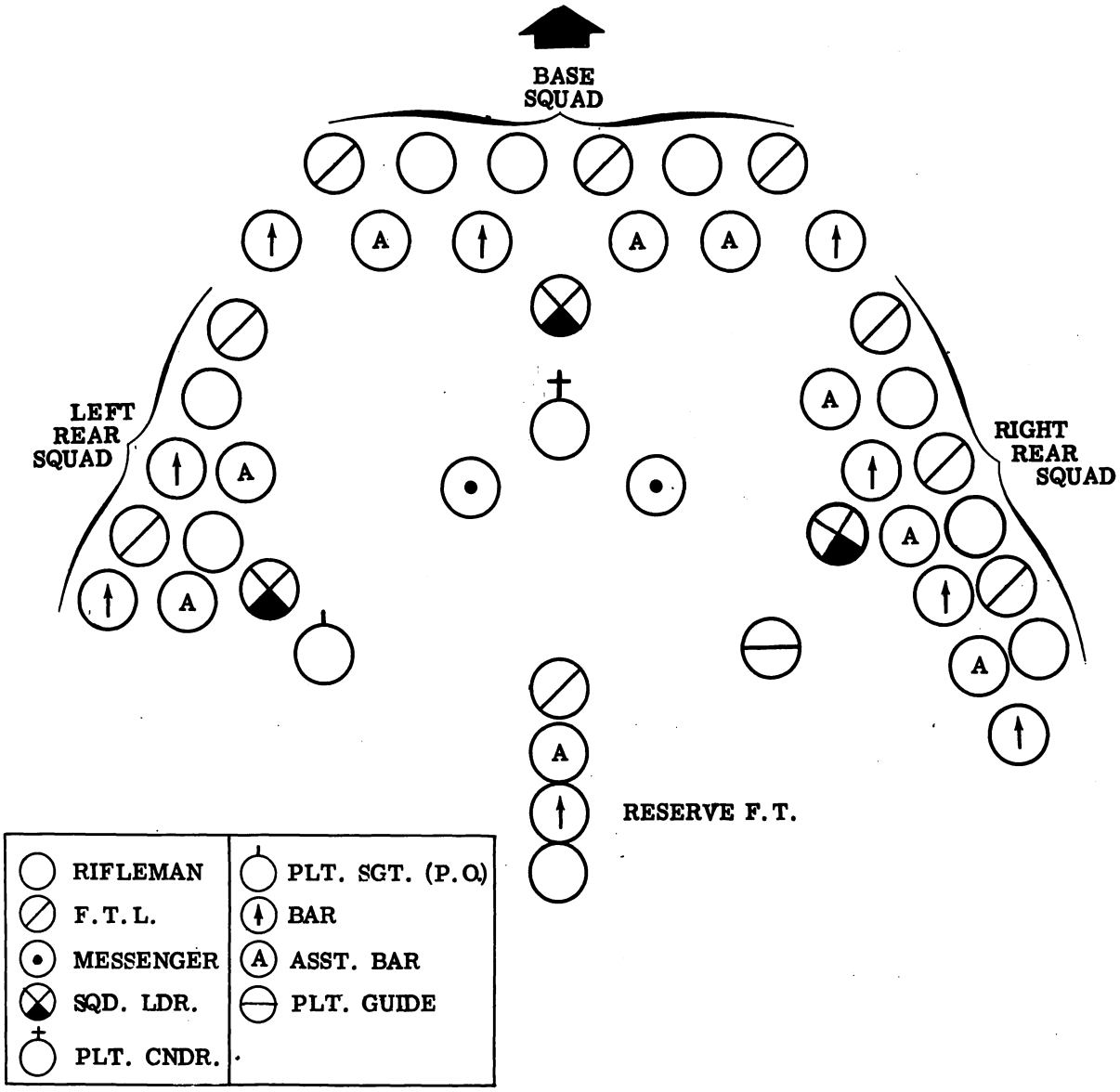

FIGURE 22.—Platoon triangular formation.

orderly houses should be closed. Hardware stores containing firearms and ammunition must be closed and guarded.

b. Particular attention must be paid to the lighting system, telephone system, and water supply. Their sources and connections must be carefully guarded against interruption or destruction.

c. Fires must be particularly guarded against.

d. No person will be permitted to pass in or out of the segregated district without proper authority.

11–72 INTELLIGENCE.—*a.* An intelligence service will be established. Qualified civilians, or officers and noncommissioned (petty) officers in civilian clothes, must be employed for obtaining all needed information. Activities in other parts of the city must be carefully watched. Care must be taken to prevent disorders or meetings which may develop into riots.

b. Police and other civilian law enforcement agencies are usually the most dependable source of information. These agencies possess records

and knowledge of local individuals, organizations, and businesses which should be utilized fully.

11–73 PLANNING.—Plans must be made which will enable the military authorities to move quickly and efficiently to any part of the city in anticipation of disorders. These plans must be based upon information received concerning local situations. Surprise, mobility, and firmness of purpose displayed by the military will often prevent disorders from developing into riots.

11–74 CIVIL DISPUTES.—*a.* Where the disorders and riots are due to trouble between opposing factions (as in labor disputes), the attitude of the military authorities must be one of strict impartiality. The object of the military authorities is to reestablish law and order and not to become partisans of any faction or organization. This purpose should be clearly impressed on all concerned.

b. In order to inculcate military personnel with a strictly impartial, military, and professional attitude toward factions involved in domestic disputes, the officers and men of the military force must be well oriented and schooled on the situation and their duties as representatives of the national government. Only by means of training, a high standard of discipline, and under enlightened leadership will officers and men be able to cope with the great difficulties, the emotional appeals, the loyalties, and the prejudices involved in domestic disorders.

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SECTION IX

NATIONAL DISASTERS

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11–75 NATIONAL DISASTERS.—*a.* A national disaster implies that immediate and effective assistance must be furnished the local authorities and citizens. Circumstances will indicate the form of assistance to be rendered.

b. Depending on the extent of the disaster, the military may be called upon to take complete control or merely to assist local authority. In cases of disaster, the express order of the President of the United States is not necessary to secure the aid of the military, and in such cases the military is subordinate to the local authorities. Even if the local authorities have ceased to function, the state authorities still exist, and the greatest tact must be exercised by the commander of the relief forces in his dealings with civilians. The military forces will always cooperate with the local authorities and be assisted by the Red Cross and civilian relief organizations.

c. In the event of foreign disasters, the situation may be handled by our own forces present, or by those of a combination of friendly nations until taken over by the forces of the nation concerned.

d. All members of the landing party assisting in the relief of a national or foreign disaster must be kept well informed and oriented on all phases of the situation and the extent of their duties.

e. For administrative purposes, a city should be divided into districts and each district assigned to one organization.

f. All possible civilian organizations such as church, business, veteran, and fraternal organizations, should be contacted and put on a working basis under their own leaders. Unorganized civilians should be grouped under these organizations and put to work.

g. Among the first steps to be taken are the guarding of federal buildings, the banking district, and the prevention of looting. Ghouls and looters should be dealt with summarily. In the event of a threatened food shortage, guards should be placed over food supplies in warehouses, wharves, railroad yards, and in transit.

h. Working parties should be organized to succor the wounded and bury the dead. Civilians working in the ruins should be provided distinguishing marks or brassards and carry written authority.

i. Fire-fighting parties should be organized. If no water supply is available, the spread of the fire can be checked by demolitions and backfires. Explosives for demolition purposes should be of a type that will not start fires upon detonation. Dynamite with an inert base is particularly suitable for this purpose. The specific sanction of the local authorities should be obtained, in writing, if possible, before buildings are demolished.

j. The water supply should be carefully tested for and guarded against contamination. If the supply is in any way damaged, immediate steps should be taken for its early restoration.

k. Provision should be made to shelter and feed the homeless and destitute. All available tents should be erected in camps under military control. Tents, ponchos, blankets, and shoes will be the principal articles required. Proper camp sanitation is of vital importance (ch. 7).

l. Issuing stations for rations should be established. They should be under the most experienced help available. Whether or not it is possible or advisable to issue cooked food to civilians depends upon the situation. Past experience indicates that when uncooked rations are issued free, civilians tend to accumulate large quantities by "repeating." As soon as opportunity permits, establish means for keeping accurate account of all stores or meals issued, to prevent such repetition as well as to insure a conservation of food supplies. When

civilian restaurants are reopened, arrangements can be made to issue meal tickets at a low cost or free of charge. Ration-issuing stations should be scattered over the city not more than a mile apart.

m. Military telegraph and telephone lines should be installed where required, principally to connect district command posts with headquarters. Radio communication should be established as the situation requires and every effort made to reestablish outside commercial telegraph and telephone lines.

n. Local printing facilities should be utilized to print signs as needed, such as:

(1) "Dangerous area."
(2) "Restricted area."
(3) "Relief station."
(4) "Latrines."
(5) "Shelter."
(6) "Approved water."
(7) "Food center."
(8) "Information center."
(9) "Fire-control center."
(10) "First-aid station."

o. An information bureau should be set up to gather and coordinate information from hospitals and burial details pertaining to deceased and missing persons.

p. Transportation should be hired or obtained from volunteer offers. As a last resort, it may be requisitioned or seized.

q. Relief forces should include a medical detachment commensurate with the situation and forces available. This force should be composed of medical officers and hospital corpsmen, with necessary medical supplies. All sanitary measures should be given wide publicity and strictly enforced.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 12

PHYSICAL DRILL

CHAPTER 12

PHYSICAL DRILL

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SECTION I

GENERAL

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General	12–1	591

12–1 GENERAL.—Physical drill in ranks may be conducted with or without arms. The advantages of conducting physical drill in ranks are multiple: comparatively large numbers of men can exercise at the same time, the space required is small, and the time required is relatively short. Further physical conditioning may be achieved by the utilization of improvisations aboard ship, such as obstacle courses, rope climbing, etc. The methods outlined herein are set forth as a guide, to be adjusted and adapted to the space and facilities available. Physical drill should be conducted by an individual of good voice and physique, who will execute all exercises correctly, vigorously, and enthusiastically.

SECTION II

FORMATIONS

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12–2 FORMATIONS.—*a.* The formation recommended for the conduct of physical drill is simple and compact, yet flexible enough to be adapted to most space limitations.

b. Without arms.—(1) The unit or group to be drilled is formed in columns of twos, threes, or fours, depending on the space available.

(2) At the command: 1. TAKE INTERVAL TO THE LEFT, 2. MARCH, the right squad (file) stands fast, each man extends arms sideward (shoulder height), palms of hand down, fingers extended and joined. The center and left squads (files) face left, move two and four paces respectively, and face to the front; each man extends arms sideward (shoulder height), in the same manner as the right squad.

(3) At the command: 1. ARMS, 2. DOWN, the arms are lowered smartly to the side. The men in each file are now covering in column at normal distance.

(4) To extend to the interval between files, at the command: 1. EVEN NUMBERS TO THE RIGHT, 2. MOVE, each even-numbered man moves to the right, to the middle of the interval between files; this he does by swinging his right leg sideward, jumping from his left foot and lighting on his right foot, and bringing the left foot smartly into position alongside the right foot. Men are now formed to conduct the exercise.

(5) To assemble, the instructor commands: 1. ASSEMBLE, 2. MARCH; all men return to their original position on the double.

c. With arms.—(1) The unit or group to be drilled is formed in the same manner as in physical drill without arms. (See par. 12–2*b*(1).)

(2) At the command: 1. TAKE INTERVAL TO THE LEFT, 2. MARCH, the right squad (file) stands fast, extends arms sideward (shoulder height), right hand holding the rifle, left hand palm down fingers extended and joined. The center and left squads (files) (carrying the rifle at the trail position) face left, move two and four paces respectively, and face to the front, extend arms sideward (shoulder height), right hand holding the rifle, left hand palm down, in a manner similar to that of the right squad.

(3) To lower arms, to extend to intervals between files, and to assemble, see par. 12–2*b* (3), (4), (5).

SECTION III

PHYSICAL DRILL WITHOUT ARMS

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12–3 PHYSICAL DRILL WITHOUT ARMS.—For physical drill without arms and for conditioning exercises not involving formal drill, see Physical Fitness Manual for the U.S. Navy.

SECTION IV

PHYSICAL DRILL WITH ARMS

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12-4 GENERAL.—*a.* With the exception of **come to ready** all movements in physical drill with arms are done in four counts and performed four times.

b. The exercises may be executed by command, to music, or silently (following the motions of the leader), and may be discontinued by the command HALT, at which time the ready will be assumed.

12-5 COME TO READY.—At the command: 1. COME TO READY, 2. ONE, 3. TWO, 4. THREE.

ONE—Raise the piece with the right hand, grasp it with the left hand at the height of the right shoulder, knuckles toward the body. The right hand grasps the small of the stock, forefinger under the trigger guard (See fig. 1).

TWO—Lower the piece in front of the body to a horizontal position, sling down, keeping the body erect (See fig. 2).

THREE—Raise the piece horizontally to the height of the shoulders, sling up; at the same time move the left foot to the left about 12 inches. Keep the chest out and the shoulders well back. This position is READY, and is the starting point of all movements in physical drill with arms (See fig. 3).

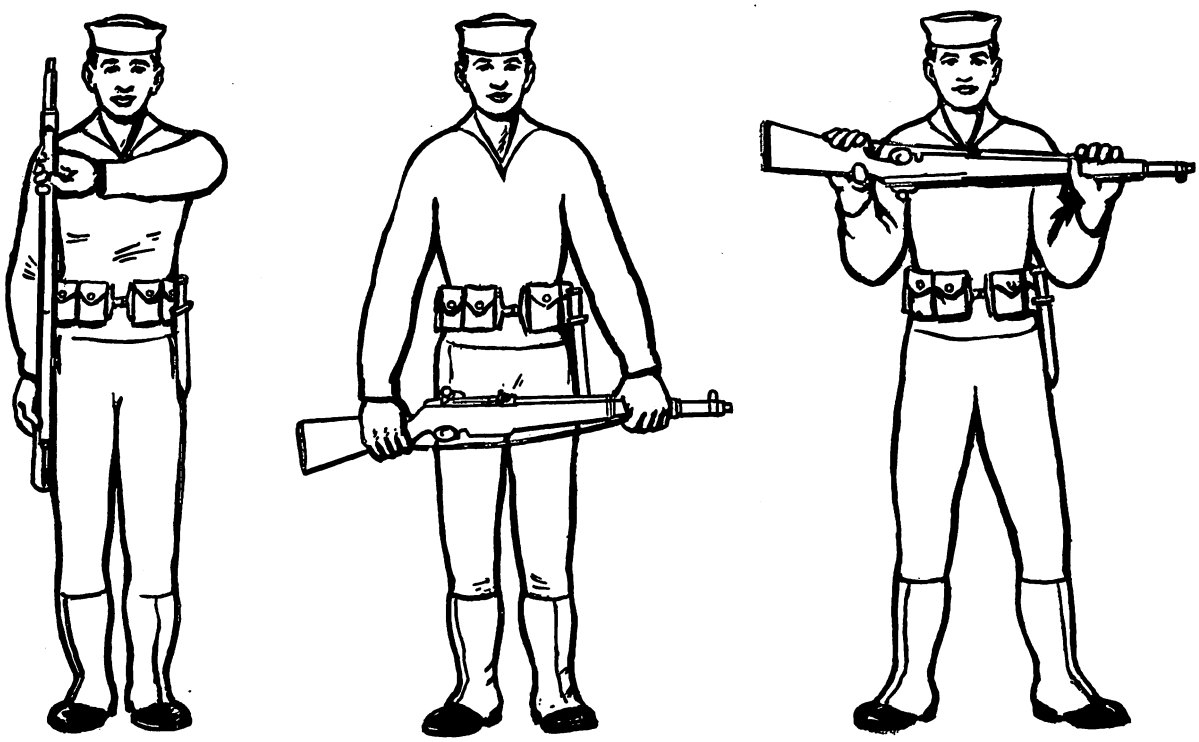

FIGURE 1.—Come to ready. End of first count. FIGURE 2.—Come to ready. End of second count. FIGURE 3.—Come to ready. End of third count.

12–6 DOWN AND FORWARD.—To exercise the muscles of the hips, back, and arms. At the command: 1. DOWN AND FORWARD, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

ONE—From READY, lower the piece horizontally to the instep, keeping arms and knees straight. (See fig. 4)

TWO—Back to READY.

THREE—Push the piece horizontally forward. (See fig. 5)

FOUR—Back to READY.

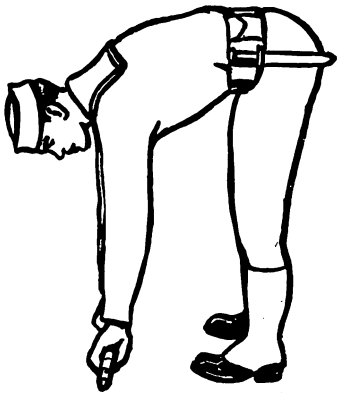

FIGURE 4.—Down and forward. End of first count.

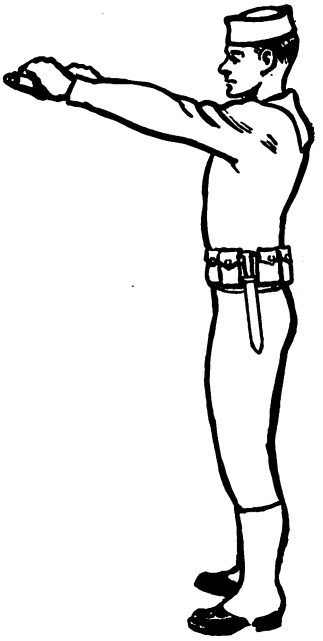

FIGURE 5.—Down and forward. End of third count.

12–7 FORWARD AND UP.—To exercise the muscles of the arms and side walls of the chest. At the command: 1. FORWARD AND UP, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

ONE—From READY, push the piece horizontally forward. (See fig. 5)

TWO—Back to READY.

THREE—Push the piece horizontally over-

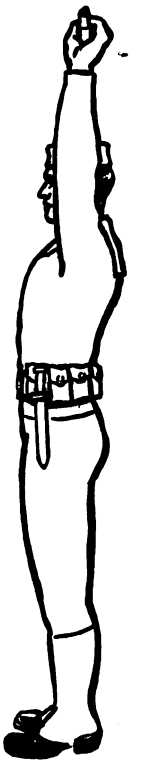

FIGURE 6.—Forward and up. End of third count.

FIGURE 7.—Up and shoulders. End of second count.

head, arms extended and chest expanded. (See fig. 6)

FOUR—Back to READY.

12-8 UP AND ON SHOULDERS.—To exercise the muscles of the arms, and of the side and front walls of the chest. At the command: 1. UP AND ON SHOULDERS, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

ONE—From READY, push the piece horizontally overhead. (See fig. 6)

TWO—Lower piece to back of shoulders, head up, elbows well back. (See fig. 7)

THREE—Up again horizontally overhead.

FOUR—Back to READY.

12-9 SIDE PUSHES.—To exercise the rotary muscles of the body, thighs, and the loin. At the command: 1. SIDE PUSHES, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

ONE—From READY, push the piece horizontally to right side, twisting the body, keeping the eyes on the piece, and keeping the heels firmly on the ground. (See fig. 8)

TWO—Back to READY.

THREE—Push the piece to the left side, as in ONE above.

FOUR—Back to READY.

12-10 DIAGONAL LUNGES.—To exercise the muscles of the arms, back, and legs. At the command: 1. DIAGONAL LUNGES, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

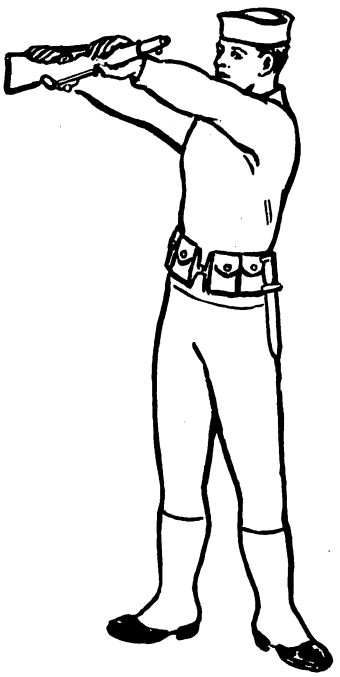

FIGURE 8.—Side pushes. End of first count.

FIGURE 9.—Diagonal lunges. End of first count.

ONE—From READY, lunge about 36 inches diagonally to the right, landing on the right foot; at the same time push the piece out horizontally and direct the eyes toward the piece. Keep the left foot flat. (See fig. 9)

TWO—Back to READY.

THREE—Lunge to the left, landing on the left foot, as in ONE above.

FOUR—Back to READY.

12-11 FORWARD LUNGES.—To exercise the muscles of the arms and legs, and the side walls of the chest. At the command: 1. FORWARD LUNGES, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

ONE—From READY, lunge about 36 inches directly to the front, landing on the right foot; at the same time push the piece horizontally overhead and direct the eyes toward the piece. Keep the left foot flat. (See fig. 10)

TWO—Back to READY.

THREE—Lunge to the front with left foot, as in ONE above.

FOUR—Back to READY.

12-12 FRONT SWEEPS.—To exercise all the principal posterior muscles of the body. At the command: 1. FRONT SWEEPS, SLOW, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

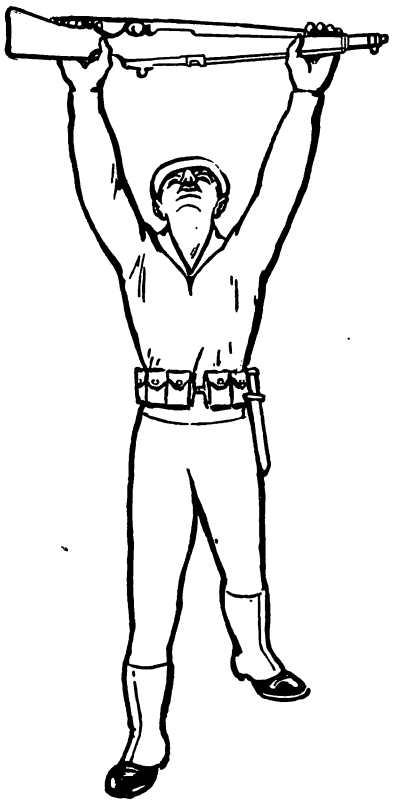

FIGURE 10.—Forward lunges. End of first count.

ONE—From READY, raise the piece horizontally overhead, keeping the chest well out and emphasizing the up-stretch. (See fig. 6)

TWO—Lower the piece slowly in a front semicircle to insteps, keeping the arms straight

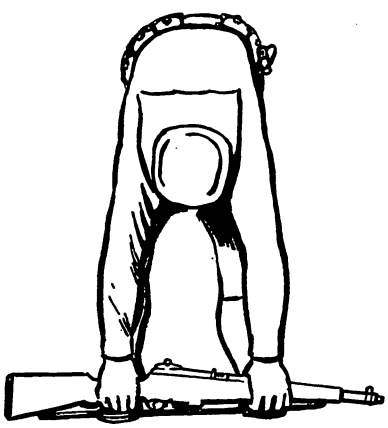

FIGURE 11.—Front sweeps.

and emphasizing the out-reach. (See figs. 11 and 12)

THREE—Raise the piece slowly in a front semicircle to vertical (position ONE, above).

FOUR—Lower the piece to READY.

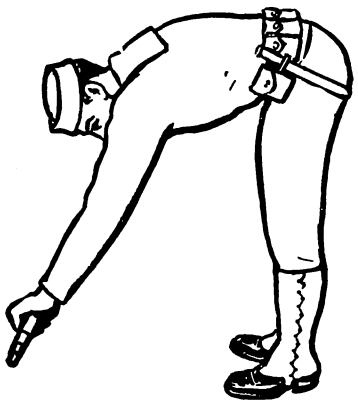

FIGURE 12.—Front sweeps. End of second count.

12–13 OVERHEAD TWISTS.—To exercise the rotary muscles of the upper part of the body. At the command: 1. OVERHEAD TWISTS, 2. BUTTS FIRST, 3. ONE, 4. TWO, 5. THREE, 6. FOUR.

BUTT FRONT:

ONE—From READY, raise the piece overhead; at the same time twist it until the butt points directly forward. Keep the piece horizontal. (See fig. 13)

TWO—Twist the piece to the right until the muzzle points directly forward. Hold the hips firmly forward, confining the movement to the upper part of the body. (See fig. 14)

THREE—Twist back until the butt points directly forward.

FOUR—Lower the piece to READY.

MUZZLE FRONT:

ONE—From READY, raise the piece overhead; at the same time twist it until the muzzle points directly forward. (See fig. 14)

TWO—Twist the piece to the left until the butt points directly forward. (See fig. 13)

THREE—Twist back until the muzzle points forward.

FOUR—Lower the piece to READY.

12–14 SIDE TWISTS.—*a.* To exercise the muscles of the sides, loins, and small of the back. At the command: 1. SIDE TWISTS, 2. ONE, 3. TWO, 4. THREE, 5. FOUR.

ONE—From READY, drop the piece horizontally in front to position TWO of COME TO READY. (See fig. 2)

TWO—Lifting the butt up, carry the piece

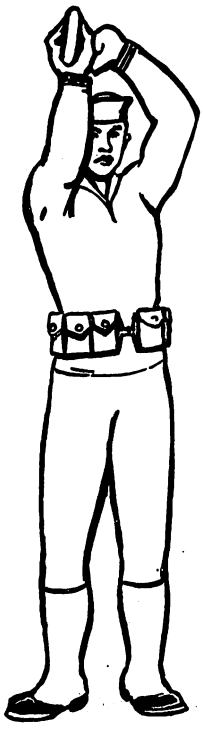

FIGURE 13.—Overhead twist. Butt front.

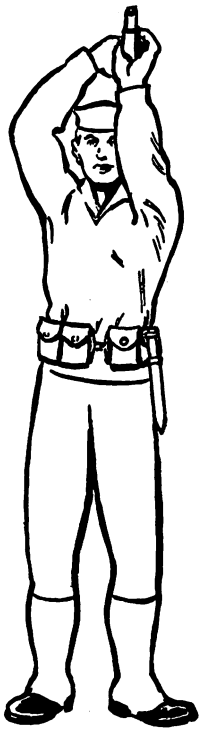

FIGURE 14.—Overhead twist. Muzzle front.

smartly to the left side and out, muzzle pointing directly down. Keep the hips firm. (See fig 15.)

THREE—Same as for ONE above.

FOUR—Lifting the muzzle, carry the piece smartly to the right side and out, muzzle pointing directly up. (See fig. 16)

ONE—Same as for ONE above.

b. At the end of this exercise come to ORDER ARMS.

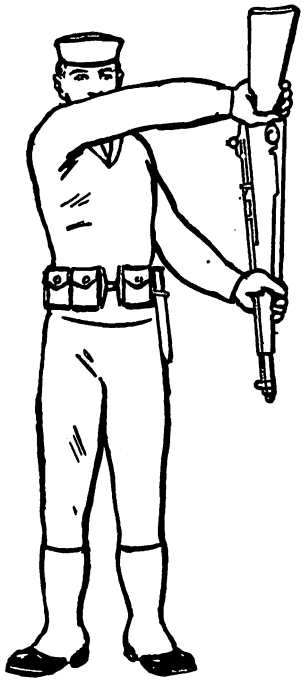

FIGURE 15.—Side twist. End of second count.

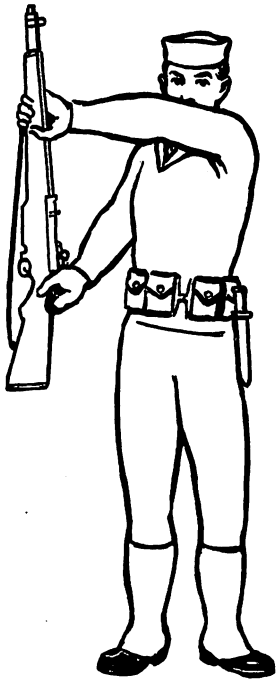

FIGURE 16.—Side twist. End of fourth count.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 13

SMALL ARMS MARKSMANSHIP

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CHAPTER 13

SMALL ARMS MARKSMANSHIP

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SECTION I

GENERAL

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13–1 PURPOSE.—The purpose of the marksmanship training described herein is to prepare naval personnel for the most effective use of small arms in combat and to instill in them the principles of safety involved in the handling of small arms. To accomplish these ends, it is essential that correct firing and safety habits become so fixed that the proper method becomes the most natural method. The Navy needs well-trained marksmen who can hit their targets under the most adverse conditions.

13–2 SCOPE.—This chapter includes only individual marksmanship training with small arms currently used in the Navy. Instruction in the technique of fire of infantry units under simulated battle conditions normally will not be required of naval personnel, but if such instruction is prescribed, appropriate Marine and Army publications will be consulted. Various phases of basic mechanical training, such as nomenclature, disassembly and assembly, functioning, etc., are not included, but are contained in pertinent Army Field Manuals.

13–3 TRAINING.—*a.* All ships and shore activities shall conduct a small arms training program which will accomplish the following:

(1) Insure that all personnel maintain sufficient familiarity with small arms to enable them to handle them safely and to use them effectively, if called upon to carry a weapon.

(2) Encourage and assist those individuals interested in small arms marksmanship to pursue a program of training and competition to improve their shooting abilities, thus lending prestige to the Navy and the commands they represent.

(3) Within capabilities, conduct a program of team marksmanship training and competition as described in section VII.

b. Recruits and officer candidates shall be thoroughly trained in the use of small arms. The minimum instruction of these personnel shall include the following:

(1) Mechanical training (characteristics, nomenclature, field disassembly and assembly, functioning, operation, stoppages and immediate action) with all weapons described in this chapter.

(2) Marksmanship training, including range firing, with the U.S. Rifle, caliber .30, M1 and the automatic pistol, caliber .45, M1911A1 (secs. II, III, and IV).

(3) Briefing on the Navy small arms qualification and competition program (sec. VII).

c. All personnel required to carry small arms in the performance of duty shall fire for record annually the weapon with which normally armed. This applies especially to all watch standers, shore patrol personnel, security forces, NEGDF, etc. All other personnel should fire for record annually either the U.S. Rifle, caliber .30, M1 or the automatic pistol, caliber .45, M1911A1, or both.

d. Marine Corps personnel will be governed by Marine Corps regulations for marksmanship training and will not fire Navy courses.

13–4 WEAPONS.—*a.* All exercises shall be conducted with standard service weapons. These weapons may not be modified, except as authorized by paragraph 13–46–*c*–(1).

b. For complete information on each weapon, consult the pertinent Army Field Manuals of the 23 series and the Army Technical Manuals of the 9 series. Department of the Army Pamphlet 310–3 (Military Publications, Index of Training Publications) may be consulted for specific Field Manuals and Pamphlet 310–4 (Military Publications, Index of Technical Manuals) for specific Technical Manuals.

SECTION II

PRELIMINARY MARKSMANSHIP TRAINING—RIFLE

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13–5 GENERAL.—*a.* The U.S. Rifle caliber .30, M1 is used by personnel of ships' landing parties, NEGDF, and naval training stations, and for drill and marksmanship training at officer candidate and recruit activities. Its general characteristics are:

Description	Clip-fed, gas-operated, air-cooled, semiautomatic shoulder weapon.
Length	43.6 inches.
Weight	9.5 pounds.
Average rate of aimed fire.	12 rounds per minute.
Clip capacity	8 rounds.
Maximum effective range.	500 yards.

b. Marksmanship training is divided into two phases, preparatory marksmanship training and range firing. Preparatory marksmanship training is divided into separate instructional steps. Range firing includes the firing of any of the courses for the rifle listed in section VI. It is important to remember that all marksmanship training is progressive. Each individual must have a thorough understanding of how the rifle works before he receives preparatory marksmanship training. No individual will be allowed to fire on the range until he has received thorough training in preparatory marksmanship, unless his previous experience obviates this training.

c. Preparatory marksmanship training is divided into the following seven steps:

(1) Sighting and aiming exercises.
(2) Position exercises.
(3) Trigger squeeze exercises.
(4) Rapid fire exercises.
(5) Rear sight adjustments.
(6) Safety precautions.
(7) Examination.

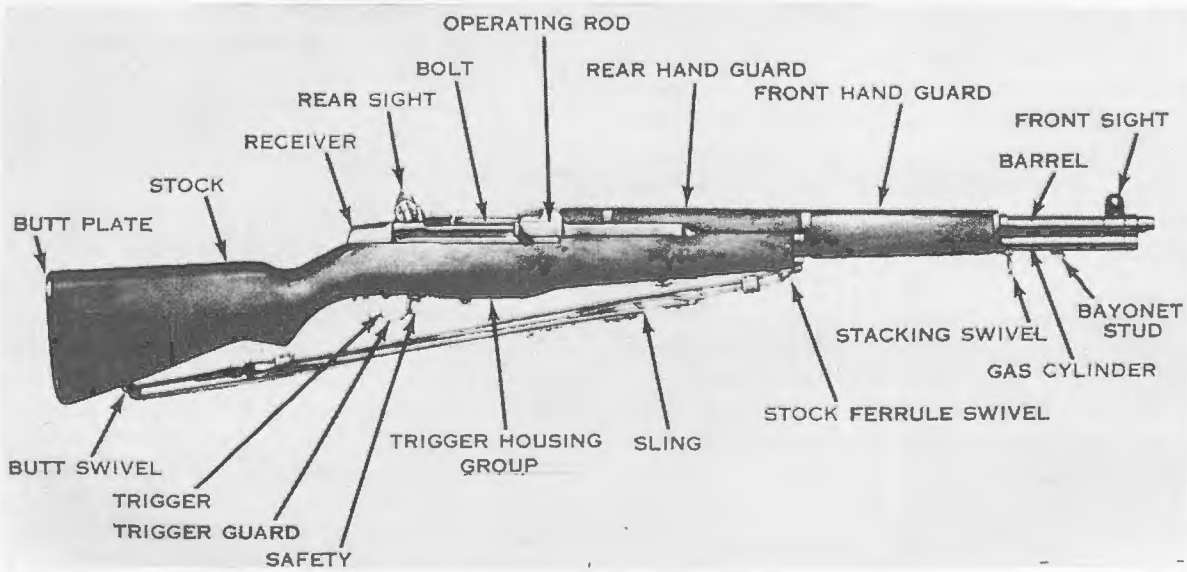

FIGURE 1.—U.S. Rifle, caliber .30 M1

The first four steps are listed in the order of instruction. They must be taught in that order. As the fifth step is not based on material covered in any of the first four steps, it may be taught any time before the examination. It may be taught either indoors or outdoors. Therefore, it is an excellent subject to be taught indoors during bad weather. The sixth step, a subject of special importance, should be emphasized throughout the training cycle. Prior to actual firing on the range, each shooter should have passed a written and practical examination.

d. Thorough drilling in fundamentals and continued supervised practice will bring the greatest return in the shortest possible time. Individual attention in the early stages of marksmanship training will insure correct habit formation. Proper shooting is a complex operation and, like swimming, must be learned. When practiced often and long enough, the process becomes a learned skill which will be retained.

e. The length of instruction periods, the interval between periods, the continuity of training, etc., are matters that must be adjusted to the time available. However, the fundamental laws of learning, attention span limits, etc., apply to the learning of how to shoot as well as to any other learning situation. Instruction periods must be well-planned and executed to be effective. Failure to plan properly an instruction period wastes the time of everybody concerned.

f. For purposes of instruction the shooters work together in pairs. One shooter, the "firer," performs the operation concerned, while the other shooter, the "coach," watches the performance, calling attention to defects noted. After a short interval of practice, the two shooters will, at the direction of the instructor, exchange places so that the "firer" becomes the "coach" and vice-versa. The two shooters continue to alternate in this manner, under the direction of the instructor, until completion of the practice period. This alternation of duties serves four useful purposes:

(1) It provides the frequent slight changes in procedure which are necessary to prevent loss of interest due to monotony and fatigue.

(2) It provides constant personal supervision of the training, and prevents the formation of faulty habits by the correction of minor errors as soon as they occur.

(3) It furnishes the coach an opportunity to see the bad effects caused by faulty performance and better enables him to avoid such mistakes.

(4) It tends to develop the ability of the men as instructors.

g. Shooters under instruction are divided into groups of convenient size, usually of eight or ten men, or squad size. Each group is under the direct supervision of a group instructor, who will ordinarily be a petty officer from the same division as the men under instruction. For the squad, the squad leader should act as the group instructor. The work of the pairs of the various groups must be planned so that no one is idle during the period of instruction. Nothing is more destructive to interest and attention than standing around with nothing to do.

h. The schedule of instruction for the first four steps is as follows:

(1) Explanation of the work to be covered.

(2) Demonstration of the work to be covered.

(3) Practical application in the work covered.

The explanation phase is conducted by an assigned, qualified instructor. This phase must be carefully prepared in advance so that the instructor will know exactly what he is going to say. It must not, however, be reduced to the reading of a written lecture. The explanation should be brief and the language positive. The object of the explanation phase is to tell the men what they must do, rather than what they should avoid. The necessity for exactness in the performance of all operations must be stressed.

The demonstration phase is also conducted by the assigned instructor and consists of using one pair of shooters to show the groups under instruction how the practical application phase will be carried out.

The practical application phase is carried out by the groups, each under its own instructor, in the demonstrated manner. The assigned instructor supervises the work of the group instructors, insuring that the groups are properly organized, instructions are correctly interpreted, exercises are carried out in a careful and

precise manner, and that the pairs are kept busy.

i. Reference material for use in marksmanship training may be obtained from the Army and Marine Corps. The National Rifle Association (1600 Rhode Island Avenue NW., Washington 6, D.C.) also has many publications for instruction purposes which may be purchased. The assigned instructor should be familiar with these publications.

13–6 SIGHTING AND AIMING EXERCISES.—*a.* The exact alignment of the sights with each other and with the aiming point is necessary for accurate shooting. Because of the short distance between the sights a small error in aligning the sights causes a considerable error at the target. Fortunately, however, the correct method of sighting is easily learned and very accurate results can be obtained with a small amount of thorough training. With men who have been given the preparatory exercises prescribed herein, poor shooting is seldom caused by faulty aiming.

b. Service small arms are fitted with two types of sights, the peep sight is shown in figure 2. Note that the top of the front sight is at the center of the peep and the bull's-eye is entirely within the upper half of the peep.

c. To aim properly, look through the peep without focusing on it. The outline of the peep is blurred, but the center is clear. The top of the front sight is brought to the center of this clear space. Keeping the two sights so aligned both sights are moved together until the top of the front sight is just under the bull's-eye, thus allowing the bull's-eye to be seen as a full clear circle without blurring or distortion. The appearance of the properly-aligned sights and bull's-eye is impressed on the memory so that any error of alignment is instantly recognized.

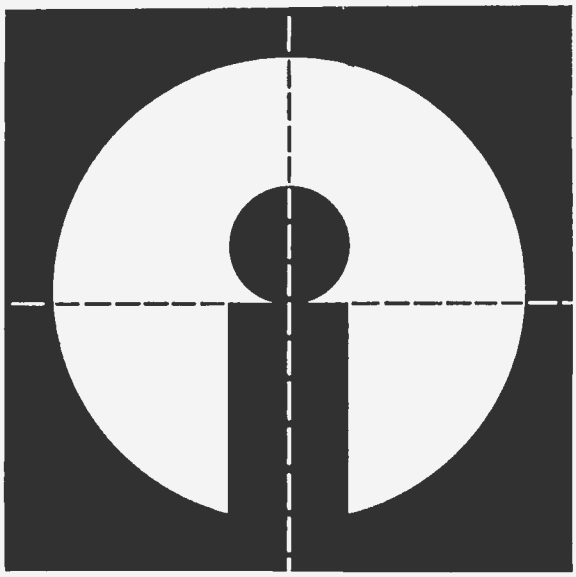

FIGURE 2.—Correct sight alignment: peep sight.

d. The correct method of aligning the sights is explained and is illustrated by the use of diagrams, the M–15 sighting device, and the Instructional Sighting Device. The use of the sighting device is demonstrated. The shooters are exercised in the use of the sighting device until they are familiar with the appearance of the sights when correctly aligned on the bull's-eye. Not more than two full instruction periods are required for the separate instruction in sighting and aiming. Aiming instruction is, however, continued in conjunction with the position, trigger squeeze, and rapid fire exercises. This is done by providing a series of small aiming bull's-eyes conveniently located for aiming in each of the four positions. These small aiming bull's-eyes should be at least 20 feet from the shooters and preferably at a greater distance.

e. Sights should be blackened during sighting and aiming exercises. Sights, both front and rear, the base of the receiver and the top of the barrel, should all be blackened. A carbide lamp, candle, smudge pot, or small pine stick may be used. Oil should be removed before blackening.

13–7 POSITION EXERCISES.—*a. General.*—(1) A correct position is essential to obtain the best results in rifle shooting. The better the position, the easier it is to hold the rifle and squeeze the trigger while the sights are properly aligned. No degree of excellence in the position, however, will compensate for lack of practice. The time available for rifle training should be devoted to practice in the correct positions and not to a search for minor variations in positions to suit individual peculiarities.

(2) The standard positions prescribed in these rules are prone, sitting, kneeling, and standing.

These positions have been selected as a result of experience and have been found to produce excellent results with men of all physical types. The untrained shooter will at first have some difficulty in assuming these positions, but this difficulty will disappear with practice. The initial difficulties experienced by the untrained shooter produce a tendency to depart from the standard positions and in some cases to a continual experimentation with variations in position. These tendencies should be corrected immediately and all men required to use the standard positions.

(3) Two things about the shooting positions should be stressed. First, the shooter must be relaxed. Second, to be relaxed, the shooter's position must be such that the bones of the body rather than muscles support the rifle. The shooter may have difficulty in assuming the correct position until sufficient practice has limbered up the muscles. Once this has been achieved, he will find the positions both comfortable and steady.

(4) Once the shooter learns the correct positions, he should combine sighting and aiming with his practice. He should be instructed to first assume the correct position and then align the sights without moving the rifle. If the target is not properly aligned with the sights, instead of moving the rifle to the target, he should move his whole body until the sights align on the target.

(5) Proper breathing is important, as the rifle will move as breath is inhaled or exhaled. To prevent this, take a breath, then let out a little and stop breathing by closing the throat. The breath should not be held too long (8 or 9 seconds) before the rifle is fired. If the shot is not fired within this time, do not attempt to fire, but take several breaths and start over again. Do not tighten up. Do not become breathless. Practice will teach the shooter to control his breathing without discomfort.

b. Sling adjustments.—(1) The sling is an important aid to steady holding of the rifle in all positions. Either of two sling adjustments, known as the loop sling and the hasty sling, may be used. The loop sling is used in all positions but standing, where the hasty sling may be used. Instruction in sling adjustments should coincide with instruction in positions. The rifle is equipped with one of two kinds of slings, leather or web, the proper adjustment of each of which is described below.

(2) To adjust the leather sling as a loop sling, place the rifle butt on the right hip and cradle the rifle on the inside of the right forearm, sights to the right. Both of the hands are now free to adjust the sling. Loosen the sling, then unhook the lower hook and rehook it down near the butt swivel. The loop to be placed on the arm is formed by that part of the long strap between the D ring and the lower keeper. For the average sling adjustment, unhook the upper hook and engage it four to six holes from the end of the long strap. To shorten or lengthen the sling to conform to the body and arms, make the adjustment by moving the upper hook. Push the lower keeper up; the loop now formed is the loop for the left arm. Straighten out the sling so that it lies flat, then give it a half turn to the left. Insert the left arm through the loop until the loop is high on the upper arm, above the biceps. Now, using both hands, left hand on the outside strap, right hand on the inside, rotate the sling through the upper swivel, moving the lower keeper and upper hook downward to the arm. This tightens the loop on the arm. Now, to keep the loop from slipping, pull the upper keeper down tight against the upper hook, locking it in place. The free end of the sling is left hanging. Do not roll it up between the keepers as this will stretch them. For the average shooter, the adjustment of the loop sling in the kneeling and sitting positions is about two holes shorter than that for the prone position. After the sling has been adjusted on the upper arm, grasp the rifle so that the hand is against the stock ferrule swivel and the sling lies flat against the back of the left hand. Before taking a position, place the left hand so that the rifle lies in the center of the V formed by the thumb and first finger. Some leeway in the position of the loop on the arm is permitted. In general, the loop should be above the biceps; however, some shooters get good results with the sling somewhat lower. It is important that daylight be visible between the sling and the crook of the arm formed at the elbow. Be sure the sling is doing its share of the work in giving the rifle full support. The tendency of most shooters is

FIGURES 3a and 3b.—Adjustment of the loop sling (leather).

to use a sling adjustment which is too long, and thus too loose. A properly adjusted sling means a steady rifle.

FIGURE 4.—Adjustment of the hasty sling (leather).

(3) To adjust the leather sling as a hasty sling for the standing position, place the butt of the rifle on the right hip and cradle the rifle on the inside of the right forearm sights to the right. Both hands are now free to adjust the sling. If the sling is adjusted for the loop sling, unhook the lower hook and rehook it in the parade position. Grasp the outside strap near the butt swivel with the left hand; with the right hand, grasp the inside strap of the sling near the stock ferrule swivel. Pull down with the left hand and upward with the right hand. This will loosen the sling. Continue this until the sling extends about two inches below the rifle butt. Grasp the rifle at the small of the stock with the right hand. With the left hand, give the sling a half turn to the left. Insert the left arm between the sling and the rifle so that the sling is high on the left upper arm. Pass the left hand to the left and under the sling and then to the right over the sling. Grasp the rifle with the left hand. If the sling has been given a half turn, it will lie flat along the back of the left hand and wrist. Another method of adjusting the sling as a hasty sling is as follows: from the parade position, unhook the lower hook

and count down 10 or 11 pairs of holes. Rehook the lower hook. This will extend the sling 2 or 3 inches below the butt of the rifle. Either method of adjustment described will fit the average shooter; however, each shooter will have to determine his correct sling adjustment.

(4) To adjust the web sling as a loop sling, place the butt of the rifle on the right hip and cradle the rifle on the inside of the right forearm, sights to the right. Both hands are now free to adjust the sling. Unsnap the hook from the butt swivel. The loop to be used is formed by pulling the strap through the two slots in the buckle until it is large enough for the arm. To do this, hold the buckle in the right hand; with the left hand, grasp the strap as it passes through the buckle and pull it straight out until the loop is formed. Holding the loop in the left hand, give the sling a half turn to the left. Holding the buckle in the right hand, pass the left arm through the loop until it rests high on the upper arm above the muscle. Tighten the loop on the arm. With the right hand, grasp the free end of the sling and loosen the keeper. Pull the free end toward the butt of the rifle until the proper sling adjustment is reached. Average adjustment is obtained when the free end reaches the trigger guard. Move the keeper toward the butt of the rifle until it is

FIGURES 5a, 5b, and 5c.—Adjustment of the loop sling (web).

out of the way of the left hand. Lock the keeper. Place the left hand over the sling and move the hand forward to the stock ferrule swivel.

(5) To adjust the web sling as a hasty sling, place the butt of the rifle on the right hip, cradled in the left arm. This leaves both hands free to adjust the sling. Holding the keeper in the right hand, grasp the free end of the sling with the left hand, pull on it, and unhook the keeper. Move the keeper and free end of the sling until they are positioned by the trigger housing floor plate. This is the sling adjustment for the average shooter. Lock the keeper. Give the sling a half turn to the left; then place the left arm through the sling so that the sling is high on the upper arm. Move the left hand to the left and under the sling and then to the right over the sling. Grasp the rifle with the left hand between the balance and the stock ferrule swivel. If the sling has been given a half turn to the left, it will lie flat along the back of the left hand and wrist. Each shooter will have to determine his own correct sling adjustment by moving the keeper and feed end of the sling until this adjustment is reached.

FIGURE 6.—Adjustment of the hasty sling (web).

c. Prone position.—This position is the one most frequently used. It is natural to assume, steady and comfortable. To assume the prone position, stand with the body facing approximately 30° to the right of the target, the left hand forward to the stock ferrule swivel and the right hand on the heel of the butt. Spread the feet a comfortable distance apart, shift the weight slightly to the rear and drop to the knees. Place the toe of the butt about 30 inches in front of the right knee on a line from the right knee to the target. Pivot on the rifle down onto the left side of the body and place the left elbow on the line of the right shoulder, the butt of the rifle and the target. Place the butt of the rifle into the right shoulder. Grasp the small of the stock with the right hand and lower the elbow to the ground so that the shoulders are level. Aim at the target. If practice is conducted aboard ship, it may be necessary to modify the above procedure suitably, because of the steel or wooden decks.

These are the important features of the prone position: (See fig. 14*e*.)

(1) The rifle rests in the V formed by the thumb and first finger and against the heel of the hand.

(2) The left wrist is straight.

(3) The left elbow is under the rifle.

(4) The fingers and thumb of the left hand are relaxed.

(5) The left hand is forward against the stock ferrule swivel (unless the shooter has a very short arm).

(6) Daylight is visible between the sling and the crook of the elbow.

(7) The left shoulder is relaxed forward.

(8) The spine is straight; the legs are spread a comfortable distance apart.

(9) The toes are pointing outward; the heels, if possible without discomfort, should touch the ground.

(10) The angle made by the shooter's spine and the rifle is 30° or less. The shooter must be well behind the rifle, so that his weight will act against the recoil of the rifle and cause the muzzle to drop back into position after each shot.

(11) The butt of the rifle is seated well into the pocket formed in the shoulder as the right elbow is moved forward.

(12) The right elbow is far anough out so that the shoulders are parallel to the ground.

(13) The small of the stock is gripped firmly with the right hand, the thumb on the top of or over the top of the stock.

(14) The trigger finger, between the tip and the second joint, contacts the trigger. As a general rule, it is best if no part of the trigger finger touches the stock as this may hinder proper trigger squeeze.

(15) The neck is relaxed. The cheek should rest firmly against the stock and the thumb of the firing hand.

(16) The weight of the upper body is relaxed forward against the tension of the sling.

Errors most frequently found in the prone position are:

(1) Body placed at too great an angle with the rifle.

(2) Right elbow too close to the body.

(3) Left elbow not under the rifle.

(4) Rifle improperly grasped.

d. Sitting position.—For steadiness, this position is second only to the prone position. To assume the sitting position, the shooter half faces to the right, spreads his feet a comfortable distance apart, and sits down. He breaks his fall by using the right hand and arm and then moves his buttocks to the rear until the undersides of his knees are about a hand span off the ground. He bends forward from the waist, placing the left upper arm on the flat part of the shinbone so that the tip of the elbow is crossed over the shinbone. There should be several inches of contact between the upper arm and the shinbone. Forcing the rifle butt into his shoulder, he takes the correct grip on the rifle and blocks his right elbow in front of the right knee. He then relaxes his body into the sling.

These are the important features of the sitting position:

(1) The rifle rests in the V formed by the thumb and first finger and against the heel of the hand.

(2) The left elbow is under the rifle; the left wrist is straight.

(3) Daylight is visible between the sling and the crook of the elbow.

(4) The left upper arm is forward and down over the left knee, having several inches of contact with the flat part of the left shin, the tip of the elbow crossed over the shinbone.

(5) The weight of the body is relaxed forward at the waist.

(6) The feet are farther apart than the knees, with the feet relaxed forward at the ankles.

(7) The weight of the upper part of the body is forward on the legs.

(8) The butt of the rifle is held in the pocket of the right shoulder by the tension of the sling.

(9) The right arm is blocked by the right knee.

(10) The grip on the small of the stock and the position of the trigger finger are the same as in other positions.

FIGURE 7.—Sitting position.

Errors most frequently found in the sitting position are:

(1) Tips of elbows resting on top of knees.

(2) Knees farther apart than the feet.

(3) Toes pointing up.

(4) Left elbow not under the rifle.

(5) Improper grip.

e. Alternate sitting positions.—(1) *Cross-legged position.* In this position the shooter sits with the left leg crossed over the right leg. His feet are drawn up close to the body so that the outer part of the calf of each leg rests on the inside of the opposite foot. The back of the upper arms are supported against the shinbones and are very nearly at right angles to them. The rest of this position is the same as for the normal sitting position.

FIGURE 8.—Alternate sitting position: Cross legged.

(2) *Cross-ankled position.*—In this position the left ankle is crossed over the right ankle, the legs extended well away from the body. Here, as in the cross-legged position, the upper arms are supported by the shins. The rest of this position is the same as the normal sitting position.

FIGURE 9.—Alternate sitting position: Cross ankled.

f. Kneeling position.—To assume the kneeling position, the shooter half faces to the right, feet spread about 18 inches apart and holding the rifle with the left hand forward to the stock ferrule swivel and the right hand on the rifle butt. Rotate over the right toe down onto the right knee. Sit on the right heel with the right buttock. Place the left elbow forward of the left knee several inches. Force the rifle butt into your shoulder and grasp the small of the stock. The right elbow is horizontal. Finally, shift the weight forward onto the left leg. Aim at your target.

These are the important features of the kneeling position:

(1) The shooter kneels on his right knee.

(2) He sits on his right heel so that there is solid contact between his right heel and his right buttock. If physically able, he may sit on the inside of the right foot.

(3) The rifle rests in the V formed by the thumb and first finger and on the heel of the left hand.

(4) The left wrist is straight.

(5) The left elbow is directly under the rifle, for bone support.

(6) The left elbow is several inches forward of the left knee; this moves the weight of the body forward.

(7) Daylight can be seen between the sling and crook of the elbow.

(8) The left lower leg is vertical as viewed from the front.

(9) The left foot points generally at the target.

(10) The left foot is drawn back, then the body weight is relaxed forward so that solid contact is made between the calf of the leg and the thigh.

(11) The right thigh forms an angle of 90° with the line of aim. The entire surface of the lower leg, from knee to toe, is in contact with the ground. The weight of the body is forward. This takes most of the weight off the right leg and puts it on the left leg. The right leg now completes a solid three-point base. If the right leg forms an angle of less than 90°, then the three-point base is reduced in size. If the angle is greater, the shooter is straining the thigh muscles.

(12) The grasp on the rifle by the right hand and the position of the finger on the trigger are the same as for other positions.

(13) The right elbow is raised to the height of, or slightly above the right shoulder, thus forming a pocket or in which to seat the butt of the rifle. If the right elbow is held too low, a too shallow pocket is formed.

FIGURES 10a and 10b.—Kneeling position.

Errors most frequently found in the kneeling position are:

(1) Left elbow and knee not under the rifle.

(2) The tip of the elbow resting on the knee.

(3) Right thigh not at right angles to the line of aim.

(4) Improper grip.

g. Standing position.—To assume the standing position, the shooter faces about 85° to the right, feet spread about 12 inches apart. Place the sling on the arm and the left hand just forward of the balance. With the left hand, raise the rifle butt upward until the sights are level with the eyes and the toe of the butt is high on the shoulder. About half of the butt should be visible from the rear. Raise the right arm as high as possible, even stretch a little, and then bend the arm at the elbow until the hand can grasp the small of the stock. The right elbow is now at an angle of approximately 45° above the level of the shoulders. Take a firm grip on the small of the stock and pull back hard. This will keep the butt of the rifle pressed into the right shoulder. Finally, make sure that the hips are level and the weight of the body is evenly distributed on both feet.

These are the important features of the standing position:

(1) The body is faced to the right, about 85° with the line of aim.

(2) The feet are spread about 12 inches apart.

(3) The weight of the body rests equally on both feet.

(4) The left hand may be anywhere between the balance and the stock ferrule swivel, with the rifle in the V formed by the fingers and resting on the heel of the hand.

(5) The left elbow is under the rifle.

(6) The butt of the rifle is high on the right shoulder.

(7) The right elbow is 45° above the level of the shoulders. The right arm and hand do the holding—the left arm only steadies the rifle.

FIGURE 11.—Standing position using hasty sling.

FIGURE 12.—Standing position, sling in parade position.

(8) The trigger finger is on the trigger and arched so that it does not touch the stock.

(9) The shooter relaxes the weight of his trunk straight down and evenly distributed on both hips.

Errors most frequently found in the standing position are:

(1) Feet spread too far apart.

(2) Weight not evenly placed on both hips.

(3) Neck bent sideways or forward instead of bringing the rifle sights up to the eyes.

13–8 TRIGGER SQUEEZE EXERCISES.—*a.* The most important single factor in marksmanship is trigger squeeze. Everything about the shooter's position and aim may be perfect, but unless he squeezes the trigger correctly, his shot will not go where it was aimed.

b. Squeezing the trigger correctly is not as easy as it might appear; the technique must be fully understood before it can be done properly. After assuming a position, take a breath of air, expel part of it and close the throat. Align the sights on the bull's-eye; take up the slack on the trigger and continue to squeeze straight to the rear with a steady movement of the trigger finger until the rifle fires.

c. If the shooter jerks the trigger instead of squeezing steadily, control will be lost. It is important to understand that even though jerking the trigger may disturb the sights only slightly, such disturbance is sufficient to spoil an otherwise good shot.

d. Flinching is another habit to be avoided. It is a natural reaction caused by anticipation of the shock of recoil or the unexpected discharge of a nearby weapon resulting in an involuntary, spasmodic hardening of the muscles, a closing of the shooting eye and thus a disturbance of aim. The latter cause may be minimized by the shooter wearing ear plugs, which should be mandatory for all pistol and high power rifle shooting. Flinching caused by anticipating the shock of recoil is more difficult to correct because it is difficult to make a shooter believe that he flinches. The best procedure is for the instructor to load the clip with a mixture of live and dummy cartridges. The disturbance of aim will be readily apparent to the shooter when he squeezes the trigger on the dummy cartridges. The instructor or coach can best detect flinching by observing the shooter's sighting eye to see if he closes it before his rifle discharges. Once detected, flinching may be corrected by instructing the shooter to relax as he squeezes the trigger, concentrating on sighting and aiming, rather than thinking about the impending discharge of the rifle.

The shooter may also detect and prevent flinching by learning to call each shot. To call the shot the shooter must notice where the sights are aimed at the instant the rifle is fired and call out immediately where he thinks the bullet will hit. Shots are called even when dry firing at a target in order to develop the habit of concentrating on accurate aiming. No shooter can become expert until he is able to call his shot before it is marked. If he cannot call his shot, he doesn't know where the sights are pointing when the rifle fires; he is blinking and flinching. Shots are called by assuming that the bull's-eye is the face of a clock, with 12 o'clock at the top and 6 o'clock at the bottom. Examples of calls are, "center bull," "bull's-eye at 4 o'clock" and "four at 9 o'clock."

e. For the first few practice exercises and the first few shots on the range, the instructor squeezes the trigger while the shooter aims. The purpose of this procedure is to show the shooter how to apply the pressure on the trigger and to demonstrate to him that there is no disturbance of aim when the trigger is properly squeezed. The instructor has the shooter place his own forefinger on the trigger. The instructor then places his right forefinger over the shooter's, his right thumb in rear of the trigger guard, and, with a pinching action, squeezes the trigger as the shooter aims in.

f. The following are important points to remember about trigger squeeze:

(1) Apply pressure with the trigger finger only.

(2) Once the slack is taken up, pressure is firm and continuous straight to the rear. However, if the rifle does not fire in a reasonable length of time (8 or 9 seconds) after the slack is taken up, release the pressure, take another breath or two and start all over.

(3) Concentrate attention on the correct sight picture only. The trigger finger must operate automatically.

(4) Every shot must be a surprise, because the shooter should not know precisely when the rifle will fire. Otherwise, he will instinctively brace himself to meet the recoil, thus disturbing his aim.

(5) Trigger squeeze is the same in rapid fire as in slow fire.

13–9 RAPID FIRE EXERCISES.—*a. General.*—(1) Everything learned in the preceding exercises is applied in rapid fire exercises. The sighting and aiming, positions and trigger squeeze are the same as in slow fire, except that the standing position is not used in rapid fire. The time is less because the shooter takes the position rapidly, reloads quickly and fires a number of rounds in succession within a specified time.

(2) Rapid fire is practiced in three progressive exercises:

(*a*) The first exercise is a cadence exercise to develop a steady rhythm for firing a series of shots.

(*b*) The second exercise is practice in taking positions rapidly, simulating reloading the rifle and firing a total of 10 rounds in 50 or 60 seconds.

(*c*) The third exercise is practice in taking positions rapidly, reloading with a clip of dummy rounds, and firing a total of 10 rounds in 50 or 60 seconds.

b. First rapid fire exercise.—(1) The most important factor in rapid fire is the development of correct timing (cadence) in firing. The development of correct timing depends on having a correct position. If the shooter's position is correct, the sights will return automatically to the aiming point after each shot is fired. As soon as the sights return to the aiming point, the shooter can concentrate on the sight picture and instantly begin to squeeze the trigger. This process is repeated for each shot.

(2) The first exercise is conducted as follows:

(*a*) The firer takes position and aims at the target.

FIGURES 13a and 13b.—First rapid fire exercise.

(*b*) The coach takes a position where he can observe the firer's shooting eye and trigger finger, and where he can strike the operating rod handle sharply to cock the rifle. (To prevent the bolt from staying in the rear position, the coach must drive the operating rod handle to the rear only far enough to cock the rifle, then release it quickly. The bolt may be prevented from staying in the rear position by (1) pushing the follower all the way down and locking it in this position by inserting a coin at an angle between it and the side of the receiver or (2) using an M–1 clip fitted with a grooved wooden block.)

(*c*) *Assuming positions rapidly.*—To assume the prone, sitting and kneeling positions rapidly,

FIGURES 14a, 14b, 14c, 14d, and 14e.—Assuming the prone position rapidly.

first take the correct position. Then, marking the spots where elbows, knees or buttocks rest on the deck, stand up keeping the feet in place. On the command TARGETS from the instructor, or when targets appear, quickly assume the appropriate position as described in paragraph 13–7.

d. Reloading the rifle.—(1) In the prone and sitting positions, the rifle is reloaded by holding it firmly with the left hand and the toe of the butt braced against the deck. In the kneeling position the butt is placed on the thigh. It may also be placed on the thigh in the sitting position, if this is more comfortable for the shooter.

(2) The clip is taken from the belt and pressed into the receiver with the thumb, the fingers joined and pointing downward outside the receiver, until the clip latch is engaged. The first round is seated and the bolt closed and locked by striking the operating rod handle sharply with the heel of the right hand.

e. Second rapid fire exercise.—(1) This exercise combines the cadence exercise with taking positions rapidly, simulating reloading, and firing 10 rounds in 60 or 50 seconds.

(2) To conduct the exercise, the instructor commands:

LOCK; A CLIP AND TWO ROUNDS, SIMULATE LOAD.
READY ON THE RIGHT?
READY ON THE LEFT?
ALL READY ON THE FIRING LINE.
TARGETS. (This command is omitted during actual firing and the movements executed on it are executed when the targets appear.)

(3) At the command, LOAD, the shooter simulates loading a clip and two rounds. If a shooter is not ready, he so signifies by raising his right hand when the instructor asks his side of the firing line if they are ready. At the command ALL READY ON THE FIRING LINE, the shooter unlocks his rifle. At the command TARGETS (or when the targets

FIGURES 15a, 15b, and 15c.—Assuming the sitting position rapidly.

FIGURE 16.—Reloading in the prone position.

FIGURE 17.—Reloading in the sitting position.

appear), the shooter drops into position and simulates firing the partially loaded clip with the coach striking the bolt as in cadence exercises. Reloading is simulated and eight more rounds are "fired." The coach should insist on the firer calling out the number of each shot after it is fired to avoid rushing the cadence, to teach him to count his shots and to breathe properly.

f. Third rapid fire exercise. This exercise is the same as the second exercise, except that dummy rounds are used. The coach cocks and loads the next round as in the second exercise.

13–10 REAR SIGHT ADJUSTMENTS.—*a.* The movable rear sight makes the rifle a precision instrument. The shooter moves it in the direction he wants to move the strike of the bullet. By adjusting this sight up or down, the strike of the bullet on the target is raised or lowered. Moving the sight to the right moves the strike of the bullet to the right. Moving it to the left moves the strike of the bullet to the left.

b. The rear sight is moved up or down by turning the elevation knob; it is moved to the right or left (deflection) by turning the windage knob. As the sight is moved up or down, right or left, a noticeable click occurs. Each click is a unit of measurement in the movement of the sight. There are no half clicks on the standard rear sight. Turning the elevation knob one click up or down moves the strike of the bullet on the target approximately one inch up or down for each 100 yards of range. Turning the windage knob to the right or left (deflection) one click moves the strike of the bullet on the target approximately one inch to the right or left for each 100 yards of range. Before using these rules of sight adjustment, the shooter needs to know both the range to the target and the number of inches on the target that he wishes to move the next shot. On the range the distance will be known, but the shooter will have to estimate the number of inches he wishes to

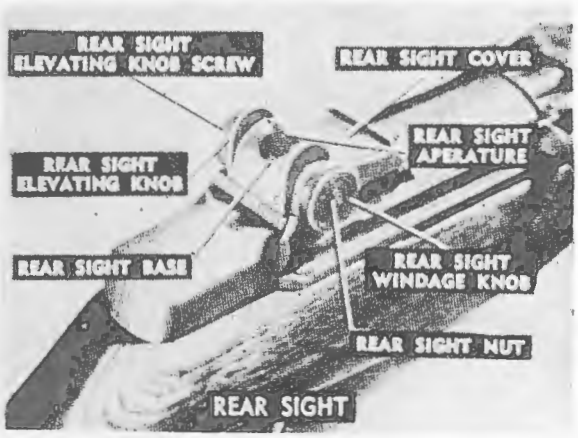

FIGURE 18.—The M1 rear sight.

move the strike of the bullet. A knowledge of the dimensions of the target is helpful in estimating this distance.

c. Each shooter must determine the zero of his rifle at each range at which he will fire before commencing regular range firing. The zero of a rifle, for each range, is the sight setting in elevation and deflection, measure in clicks, that will enable the shooter to hit the center of the bull's-eye on a day when no wind is blowing. To zero his rifle the shooter places ten clicks of elevation and no deflection on the rear sight and fires three shots. He then makes the necessary sight changes to move the center of the fired group into the center of the bull's-eye and fires three more rounds. He continues to make sight changes, as necessary, until the centers of his groups are consistently in the center of the bull's-eye. The final sight setting on the rear sight is the zero of the rifle for that range, for any day when no wind is blowing. The shooter then returns the rear sight to no elevation and deflection, counts the clicks of each, and records them. For example, at 200 yards the record may look like this: 12–3R. This means that to hit the center of the bull's-eye under no wind conditions at that range, he must come up 12 clicks from no elevation and come right three clicks from no deflection.

d. In firing at 500 yards or under, the wind is the only weather condition that affects the flight of the bullet appreciably. When there is a wind, the shooter may have to make a deflection adjustment from his recorded zero to compensate for its effect. In order to make accurate adjustments he must know the wind's direction and velocity and the range to the target.

To describe the direction of the wind, the clock system is again used, with the shooter visualizing himself as standing in the center of the face of a horizontal clock, the number 12 toward the target. Winds are classified according to the hour on the clock from which they are blowing. For example, a wind blowing directly from the left is a 9 o'clock wind and a wind blowing directly from the rear is a 6 o'clock wind. Winds are further classified as no-value, half-value or full-value winds. 6 o'clock and 12 o'clock winds are no-value winds, since their effect on a bullet is negligible. Half-value winds are those from 1, 5, 7, and 11 o'clock and full-value winds are from 2, 3, 4, 8, 9, and 10 o'clock. The significance of this classification is explained below.

Wind velocity may be determined by estimating the angle in degrees at which the wind blows the range flag out from its staff. Divide this angle by 4. The result is the approximate speed of the wind in miles per hour.

To make a deflection adjustment after ascertaining wind direction and velocity, use the following formula:

$$\frac{\text{range (hundreds of yards)} \times \text{wind velocity}}{15} = \text{Number of clicks for a full-value wind}$$

For a half-value wind, use half the result of this formula. No sight adjustment is needed for a no-value wind. For example, at 300 yards with a 3 o'clock wind (full-value) of 10 miles per hour:

$$\frac{2 \times 10}{15} = 2 \text{ clicks}$$

Since the wind is coming from the right, the rear sight is moved to the right, into the wind.

13–11 SAFETY PRECAUTIONS.—Safety precautions should be explained to the shooters at the beginning of marksmanship training and emphasized frequently as the instruction progresses. The following are some of the most important.

a. Start observing safety precautions as soon as you receive a rifle.

b. Never playfully or carelessly point your rifle at anyone.

c. Immediately upon taking up a rifle, check the chamber and receiver to see that it contains no live rounds.

d. Check all dummy rounds to make sure that no live rounds are among them.

e. Do not draw or issue ammunition until the officer-in-charge of firing gives the command.

f. Load and unload your rifle only on the firing line and only on command of the officer-in-charge.

g. Commence firing only on the command COMMENCE FIRING or, rapid fire, when targets appear. When you hear the command CEASE FIRING, take you finger off the

trigger and lock the rifle. Anyone who considers it necessary to insure safety may give the command CEASE FIRING.

h. As soon as the firing exercise is completed or on command, clear your weapon, open the bolt, or check to see that it is open and lock the rifle.

i. Do not move in front of the firing line for any reason unless you are directed to do so by the officer-in-charge of firing.

j. Do not unlock your rifle until the command ALL READY ON THE FIRING LINE.

k. When behind the firing line or on the firing line and not actually firing, keep your rifle pointing in the air and down range at all times.

l. Do not remove your rifle from the firing line until it has been checked to see if it is clear by the officer-in-charge or his representative.

m. During actual firing, taking practice positions and other exercises behind the firing line is not permitted.

n. Take proper care of ammunition. Do not grease or oil it. Do not allow it to remain in the direct rays of the sun. Inspect it carefully for defects and turn in defective rounds including misfires.

o. Separate and turn in all brass and live rounds. Check your brass to make sure it contains no live ammunition. No one carries live ammunition from the range.

13–12 EXAMINATION.—An examination is the last step of preparatory marksmanship training. Before beginning range instruction, all shooters are given an examination along the following lines:

a. Sighting and aiming.—

Q. In aiming with the rifle, where is the top of the front sight?

A. In the center of the peep.

Q. In aiming with the rifle, where is the bull's-eye?

A. The bottom of the bull's-eye just touches the top of the front sight. The whole bull's-eye is in the upper half of the peep.

b. Positions.—

Q. How do you breathe while aiming?

A. Take a normal breath, let out half of it, and hold the rest by closing the throat.

Q. When do you take up the slack of the trigger?

A. As soon as I am in position and while I am aligning the sights.

Q. How do you adjust the sling for the hasty and loop slings?

A. (Shooter demonstrates; instructor verifies.)

Q. How do you assume the prone, sitting, kneeling and standing positions?

A. (Shooter demonstrates; instructor verifies.)

c. Trigger squeeze.—

Q. How do you squeeze the trigger?

A. I squeeze the trigger with a gradual increase of pressure straight to the rear, so that I do not disturb the sight alignment by jerking or flinching.

Q. What do you concentrate on while squeezing the trigger?

A. Since trigger squeeze is an automatic motion, I concentrate on my sight alignment so that I will not know the exact instant that the rifle will discharge, thus preventing flinching.

Q. What do you try to do just before squeezing the trigger?

A. I try to relax as much as possible.

Q. What do you try to do just as the rifle goes off?

A. I try to see just where the sights are pointing so that I can call the shot.

Q. How do you squeeze the trigger in rapid fire?

A. In the same way as in slow fire.

d. Rapid fire.—

Q. How do you load the full clip in the prone, sitting and kneeling positions?

A. (Shooter demonstrates; instructor verifies.)

e. Rear sight adjustments.—

Q. When you move the rear sight, which way does it move the strike of the bullet on the target?

A. In the same direction as the rear sight is moved.

Q. How much on the target is the strike of the bullet moved when the elevation knob is moved one click, up or down?

A. One inch, up or down, for each 100 yards of range.

Q. How much on the target is the strike of the bullet moved when the windage knob is moved one click, right or left?

A. One inch, right or left, for each 100 yards of range.

Q. I place this spotter here on this target. The range is 500 yards. Your sights are now zeroed for 500 yards. What sight adjustments should you make to move the shot to the center of the bull's-eye?

A. (Shooter answers accordingly.)

Q. What is a 5 o'clock wind?

A. As I face the target, a wind coming from my right rear. If I were standing in the center of a horizontal clock with 12 o'clock in the direction of the target, the wind would be coming from the direction of 5 o'clock.

Q. What effect does a 5 o'clock wind have?

A. It blows the bullet to the left, about half the distance that a 3 o'clock wind of the same velocity would blow it.

f. Safety precautions.—

Q. How do you know the rifle is unloaded?

A. I look in the receiver and in the chamber as soon as I pick it up.

Q. How do you carry the rifle when not actually firing?

A. With the bolt open and the safety on.

Q. At what things do you point the rifle?

A. Only at those things which I intend to shoot.

SECTION III

RANGE FIRING—RIFLE

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13–13 GENERAL.—Range firing follows immediately upon the completion of the preparatory exercises. Unless the training during the period of the preparatory exercises has been thorough, range firing will do more harm than good. Without careful preparation and supervision, instinctive bad shooting habits will be strengthened and progress rendered extremely difficult. The instruction during range firing is progressive, starting with the shortest ranges and the most steady positions. Firing is continued under the least difficult conditions until the men under instruction are capable of making good groups under those conditions. Special care is required at this first state of the range firing in order to overcome the natural tendency to flinch when squeezing the trigger. When the men under instruction are capable of making good groups under one set of conditions they are advanced to the next in the order of difficulty. Men who show a tendency to flinch should be returned to firing under the least difficult conditions until this tendency has been corrected. Once the habit of flinching has been definitely overcome, progress will be rapid and qualification assured.

13–14 ORGANIZATION FOR RANGE INSTRUCTION.—*a.* Range instruction shall not be commenced until thorough instruction in the preparatory exercises has been completed. Range instruction should, however, follow immediately after completion of the preparatory exercises and should immediately precede the record practice.

b. During range instruction the men to be trained are divided into relays. Four is the optimum number of relays for rifle range firing. More can be accommodated but it is not advisable. Four relays permit two men to a target in the pits and two men to a firing point on the line. This permits everyone to be busy and none is "standing by." With the relays alternating between the pits and the firing line, all personnel have a good opportunity to get the most out of the time at the range. Not more than three relays should be scheduled for pistol practice at a time if possible. More than this means that a large group of men are standing by to wait their turn to shoot.

13–15 RANGE PREPARATIONS.—The range detail should have made all preparations prior to the firing relays reporting to the range. The pit detail should be well supplied with paste, pasters, spotters, targer centers, stop watch, record sheets, and pencils if required. The line detail should have necessary scoring sheets, pencils, ammunition, etc. Loudspeakers should be set up and checked for both the pits and the line if available and required. Telephones between the pits and the line should be checked. Shooters should have been assigned their relays and targets before arriving at the range or immediately upon arrival. Insofar as possible, each man should have an individual rifle assigned to him for the duration of the exercise so that he will know its zero and operating characteristics.

13–16 RANGE OPERATION AND RULES.—All firing and range operation should be in accordance with the Official Rules of the National Rifle Association. This information is available in pamphlet form which may be purchased from the National Rifle Association. These rules outline the duties of the various personnel assigned to supervise the entire range operation as well as define the firing rules themselves. All range personnel should be thoroughly familiar with these regulations prior to reporting to the range.

13–17 CARE AND CLEANING OF THE RIFLE.—*a.* The proper care and cleaning of the rifle is one of the most important duties of the shooter. The use of judgment in when and how thoroughly to clean a rifle is mandatory. If ammunition with corrosive (mercuric) primers is

being used, it is almost impossible to overdo the cleaning. However, if noncorrosive primers are used, excessive cleaning is merely adding to the wear on the rifle. If corrosive primer ammunition is being used, the rifle must be thoroughly cleaned, because it will rust severely within a matter of hours, if corrosive salts are left on the weapon.

b. No abrasives will be used to clean the rifle. The following are the only materials necessary to clean, lubricate and preserve the rifle:

Patches.
Soap.
Water.
Cleaner, rifle bore.
Oil, lubricating, preservative, light.
Grade II, thin film preservative.
Solvent, dry cleaning.
Oil, linseed.
Oil, Neat's-foot.
Grease, rifle.
Various decontaminating agents.
Cleaning rod.

c. Before firing, a rifle should not ordinarily require cleaning if it is being maintained in serviceable condition. If it is not in serviceable condition, it should be thoroughly inspected and cleaned. If any oil or bore cleaner is left in the barrel, it should be wiped dry prior to firing.

d. After firing, if noncorrosive ammunition has been fired, clean as follows:

(1) Disassemble the rifle (field strip, not detail strip).

(2) Clean the bore and chamber with bore cleaner and wipe dry.

(3) Clean the gas cylinder with bore cleaner, using a .45 caliber brush, and wipe dry.

(4) Clean the operating rod with bore cleaner and wipe dry.

(5) Clean the face of the bolt with bore cleaner and wipe dry.

(6) Oil and/or grease lightly the moving parts, lugs, cams, etc. If the rifle is not to be fired again within the next few days, lightly oil the parts listed above that were wiped dry.

(7) Reassemble and stow where it is dry.

If corrosive ammunition has been fired, clean as follows:

(1) Disassemble the rifle (field strip, not detail strip).

(2) Clean the bore and chamber with bore cleaner, brushes and patches and wipe dry. Oil lightly. This procedure must be repeated every day for three days after the last day of firing. Oil must be removed from the bore and chamber before firing. If this is not done, the oil carbonizes and the operation of the rifle is affected.

(3) Clean the gas cylinder with bore cleaner, using a .45 caliber brush, and wipe dry. Oil lightly, but remove before firing. Clean the face of the gas cylinder lock screw and valve assembly, but do not remove the gas cylinder lock or gas cylinder unless supervised.

(4) Clean the operating rod piston and piston head with bore cleaner, removing all carbon. Do not burr the piston head. Oil lightly, but remove before firing.

(5) Clean the face of the bolt with bore cleaner and wipe dry.

(6) Oil and/or grease lightly the moving parts, lugs, cams, etc.

(7) Reassemble and stow where it is dry.

e. On the range, the following points should be watched carefully:

(1) Never fire a rifle with dust, dirt, mud or snow in the bore.

(2) Keep the chamber free from oil and dirt. The chamber must be kept bright for proper operation.

(3) Never leave a patch, plug, or other obstruction in the chamber or muzzle. Besides being dangerous if left in when the rifle is fired, such items will cause moisture to form in the bore, resulting in rust.

(4) If the rifle fails to feed, extract or eject properly, or otherwise malfunction, check parts for proper lubrication. Light oil or grease will very often remedy such malfunctions. Care must be taken not to grease or oil excessively because they will accumulate dirt, sand, etc., which causes excessive wear, if not a malfunction.

(5) If the rifle is to be exposed to extreme weather conditions, salt spray, etc., it must be protected with proper oil and grease, which might otherwise be considered excessive.

(6) An armorer with an armorer's kit and a spare parts box insures minor repairs to weapons and should be on hand for any extensive firing program.

SECTION IV

MARKSMANSHIP TRAINING—PISTOL

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13–18 GENERAL.—*a.* The automatic pistol, caliber .45, M1911A1 is the standard service pistol in the Navy. Its general characteristics are:

Description	Recoil-operated, magazine-fed, self-loading hand weapon.
Length	5.03 inches.
Weight w/ magazine	2.437 pounds.
Average rate of aimed fire	10 shots per minute.
Magazine capacity	7 rounds.
Maximum effective range	50 yards.

b. Accurate pistol shooting requires that:

(1) The pistol be properly grasped by the hand.

(2) The body be positioned properly.

(3) The sights be properly aligned.

(4) The pistol be held so that the sight alignment is maintained while the trigger is squeezed.

(5) The trigger be squeezed in such a manner as not to cause a disturbance of the aim.

c. Preparatory marksmanship training is divided into the following eight steps:

(1) Grasping the pistol.

(2) Position of the body.

(3) Sighting and aiming.

(4) Trigger squeeze exercises.

(5) Timed fire.

(6) Rapid fire.

(7) Safety precautions.

(8) Examination.

FIGURES 19a and 19b.—The automatic pistol, caliber .45 M1911A1.

The first six steps are listed in the order of instruction. They must be taught in that order. The seventh step should be emphasized throughout the training program. Prior to actual firing on the range, each shooter should have passed a practical examination.

d. The methods of instruction follow closely the methods prescribed for rifle instruction previously described. Shooters are divided into groups of convenient size and a group instructor appointed for each group. The shooters in each group work together in pairs, one man going through the exercises as the firer, while the other shooter acts as coach. At frequent intervals

the shooters change places, alternating as firer and coach. Each period of instruction consists of the instructor's explanation and demonstration of the exercise, and a practical application by the shooters under supervision of the assigned instructor and the group instructors.

13–19 GRASPING THE PISTOL.—*a.* The hand is as high up on the stock as it will go. The barrel is in line with the arm. The thumb, including the second joint, is entirely on the left side of the pistol. The thumb is straight and pressed against the frame but not touching the slide. The pressure of the hand on the stock is firm but not hard. The correct pressure is best illustrated by the instructor grasping the hand of the shooter, with about the same pressure used in a firm handshake. Too great a pressure causes a tremor of the muscles and tires the shooter unnecessarily. Too light a pressure allows the pistol when fired to change its position in the hand and causes a loss of time in firing a second accurately-aimed shot.

FIGURE 20.—Correct grasp, left side view.

b. After the instructor's explanation and demonstration, the shooters are then required to take up the pistols and to fit them into their hands in the correct manner. The shooter's free hand should be used to assist in settling the pistol well back into the fork of the hand. As soon as the shooter's grasp is seen to be correct, he is required to lay the pistol down, and to place it properly into his hand again. This procedure is continued until all shooters are familiar with the correct method of grasping the pistol.

13–20 POSITION OF THE BODY.—*a.* The shooter faces nearly at right angles to the line of fire. The feet are placed about 15 inches apart. The weight is equally distributed on both feet. The hips are slightly forward and the muscles of the diaphragm relaxed. No effort is made to hold in the abdomen. The right arm is fully extended and the right shoulder slightly raised. The head is turned in order to see the target through the sights. The ease with which the head can be turned to see the sights determines how far the body is faced to the left. There should be no strain on the neck muscles. The head is upright. The whole position with the exception of the right arm is one which can be maintained with the least muscular effort. The body is balanced rather than held in position. The muscles of the right shoulder and arm are necessarily somewhat tightened in order to sustain the weight of the pistol and to maintain the correct grasp. Excessive tightening of the muscles should, however, be avoided. The tension in the muscles of the right arm and hand should be maintained, though, after the hammer falls. This will assist the shooter in getting off a second

FIGURE 21.—Position of the body.

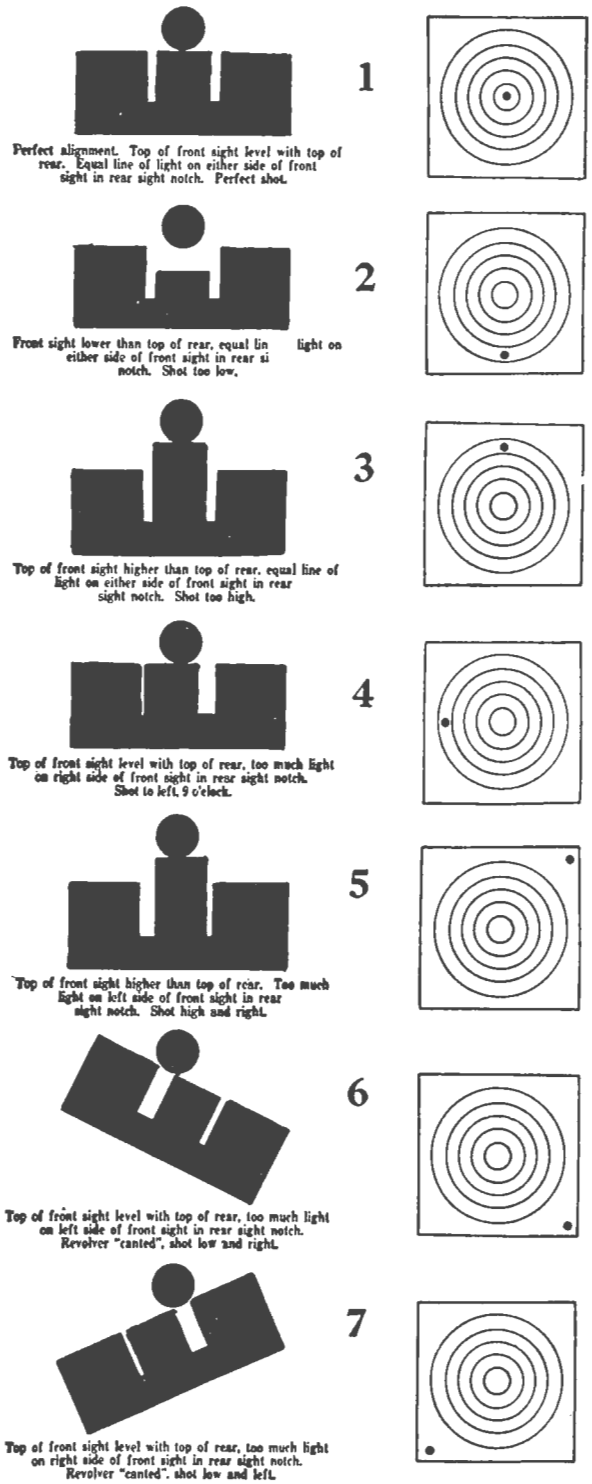

FIGURE 22.—Sight alignment.

shot quickly. The left hand may be placed at the waist, in a pocket, or may hang naturally at the side.

b. After the instructor's explanation and demonstration, the shooters are required to take the position. As soon as the position is correct, they lay down pistols and take the position again. This procedure is continued until all shooters are familiar with the correct position.

c. Before proceeding to the next step, instruction is given in the correct method of breathing.

(1) *Slow fire.*—The shooter breathes in slow fire the same way he breathes in rifle shooting.

(2) *Timed fire.*—In timed fire the first three shots are fired in one breath. After the third shot, a second and shorter breath is taken and held as in (1) above.

(3) *Rapid fire.*—In rapid fire the breath is held as in (1) above, but all shots of the string are fired in one breath.

13–21 SIGHTING AND AIMING.—*a.* The sight on the automatic pistol is an open sight. The correct alignment is shown in figure 22. Note that the front sight is centered in the rear sight notch with the top of the front sight even with the top of the rear sight. The bull's-eye is centered on top of the front sight with its bottom edge just touching the top of the front sight. Care must be taken to avoid canting the pistol.

b. The correct method of aligning the sights is explained and illustrated by the use of diagrams. Shooters then practice aligning their sights until they are familiar with the correct sight picture.

c. Sights and the top of the slide should be blackened during sighting and aiming exercises.

13–22 TRIGGER SQUEEZE EXERCISES.—*a. General.* Correct trigger squeeze is the most important factor in accurate pistol shooting. The pressure on the trigger is applied straight back in a line parallel to the bore, and is applied gradually without jerks. The fact that the pressure is gradual does not mean that it is applied slowly, but rather it is applied smoothly and in such a manner that the shooter will not know the exact instant that the pistol will fire. During the squeezing of the trigger there should be little if any increase in the pressure applied by the last three fingers of the hand grasping the pistol. The thumb, which is extended along the frame, is pressed firmly against the side of the frame. The sidewise pressure of the thumb

may be slightly increased (or decreased) during the squeeze to counteract any observed tendency of the sights to move out of alignment.

b. First exercise.—The instructor explains and demonstrates the correct trigger squeeze. He then illustrates the method of applying pressure on the trigger by grasping the left hand of the shooter under instruction. The first three fingers of the shooter's hand are grasped as if they were the stock of the pistol. The instructor's forefinger is placed outside on the shooter's fourth finger which represents the trigger. The instructor's thumb presses against the palm of the shooter's hand. The instructor now simulates squeezing the trigger by squeezing the shooter's fourth finger with his forefinger. Care should be used to see that the correct firm grip is obtained first and then, after a pause, the trigger pressure is applied. Shooters then practice using this exercise.

c. Second exercise.—The instructor takes the correct firing position with the pistol properly grasped and, aiming at the sky or other blank background, squeezes the trigger while keeping the sights aligned with each other. He looks only at his sights, which should be outlined against the background and squeezes the trigger in such a manner that there is no disturbance of the sights when the hammer falls. Shooters then perform the exercise until each has simulated firing 20 shots.

d. Third exercise.—The object of this exercise is to teach the shooter to call his shot after the hammer has fallen. A number of aiming targets are provided. The instructor explains that the shooters are to keep their sights aligned with each other, but not to try to keep on the bull's-eye. After the demonstration the shooters take up the pistols, obtain the proper grasp, assume the position and aim at the target. While the sights are being aligned a light firm pressure is applied on the trigger. The shooter now gives his attention to squeezing the trigger with a gradually increasing pressure. While squeezing the trigger, the shooter disregards the unsteadiness of his hand, and continues increasing the pressure as long as the sights are aligned with each other. When the hammer falls, the shooter notes the point on the target at which the sights are aligned and calls the position of the shot in the same manner as in rifle shooting. During the exercise the coach notes the firer's grasp, position and particularly his method of squeezing the trigger.

e. Fourth exercise.—Aiming targets are again provided. The object of this exercise is to squeeze the trigger while the sights are properly aligned on the bull's-eye. The shooter gives his attention to squeezing the trigger and gradually increases the pressure as long as the sights are aligned on the bull's-eye. If the sights move off the bull's-eye, pressure is held; when the sights are aligned again, the pressure is again increased until the hammer falls. Shots are called as in the previous exercise.

13–23 TIMED FIRE.—In timed fire the shooter proceeds as in slow fire until the first shot is fired. The tension of the muscles of the arm and hand is maintained during the recoil, thus reducing the distance the elbow and wrist are flexed. The whole arm should move up with the recoil. As soon as possible after the shot, the shooter releases the trigger, aims in on the bull's-eye and again starts to apply pressure on the trigger. By the time the sights are again aligned, there should be considerable pressure on the trigger. Exactness of aim should not be required in the early exercises. Emphasis is placed on the correct trigger squeeze. The sights must, however, be properly aligned with each other and the shooter must be able to call his shots. Practical application of this exercise is delayed until range firing commences and is done with live ammunition. No time limit is placed on the shooters for the first few strings.

13–24 RAPID FIRE.—This is essentially the same as timed fire except that the time limit is shorter. Shooters should not be advanced to the practice of rapid fire until they have acquired considerable facility in timed fire.

13–25 SAFETY PRECAUTIONS.—The following are some of the most important safety precautions:

a. Execute raise pistol, remove the magazine, pull back and lock the slide to the rear, and inspect the chamber to see that it is clear every time you pick up the pistol for any purpose. Never trust your memory. Consider every pistol as loaded until you have proven it otherwise.

b. Always unload the pistol if it is to be left where someone else may handle it.

c. Always keep the pistol at raise pistol when snapping the trigger after examination. Keep the hammer fully down when the pistol is not loaded.

d. Never place the finger within the trigger guard until you intend to fire or to snap the trigger for practice.

e. Never point the pistol at anyone you do not intend to shoot, nor in a direction where an accidental discharge may do harm. When firing on the range and standing back of the firing line, always carry the pistol holstered or at raise pistol with chamber open and magazine out.

f. Before loading the pistol, draw back the slide and inspect the bore to see that it is free from obstruction.

g. Never turn around at the firing point while you hold a loaded pistol in your hand, because you may point the pistol at the shooter firing next to you. Always keep the pistol pointing down-range.

h. On the range, do not load the pistol with a cartridge in the chamber until immediate use is anticipated. If there is any delay, lock the pistol and only unlock it just before extending the arm to fire. Do not lower the hammer on a live round; the pistol is much safer cocked and locked.

i. In clearing a jam first remove the magazine.

j. To remove a cartridge not fired, first remove the magazine and then extract the cartridge from the chamber by drawing back the slide.

k. Safety devices on the pistol should be frequently tested.

l. The pistol may be carried by those armed with it with the loaded magazine in the belt or in the pistol with chamber empty, where early use of the pistol is not anticipated. When early use of the pistol is probable, it should be carried with a loaded magazine, locked and a round in the chamber. When the pistol is carried thus loaded, the butt should be rotated away from the body when drawing the pistol in order to avoid displacing the safety lock.

13–26 EXAMINATION.—The examination of the shooters consists of an inspection by the instructor, who assures himself that each shooter has thoroughly understood and can apply the foregoing instructions.

13–27 RANGE FIRING.—Range firing follows immediately upon the completion of the preparatory exercises and corresponds generally to that prescribed for the rifle in section III, with appropriate modifications.

13–28 CARE AND CLEANING.—The pistol should be field stripped after firing and all parts thoroughly cleaned. The bore is cleaned with bore cleaner or hot soapy water, thoroughly dried, and given a light coat of oil. This oil is removed prior to firing. All working surfaces are coated with light oil and the pistol reassembled.

SECTION V

MISCELLANEOUS SMALL ARMS

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13–29 GENERAL.—Marksmanship training with the small arms described in this section should generally follow the procedure prescribed for the rifle and pistol in previous sections, with appropriate modifications. For complete instructions on each weapon, consult the appropriate Army Field or Technical Manual.

13–30 U.S. CARBINE, CALIBER .30, M1, M1A1, M2 and M3.—*a. Use.*—This weapon is used as a security weapon aboard ship, by naval landing parties and by construction battalions.

b. General data.—

Description	Semiautomatic (M2 and M3 are also automatic), gas-operated, air-cooled, magazine-fed shoulder weapon.
Length	35.5 inches.
Weight	5.25 pounds.
Average rate of aimed fire per minute (semiautomatic).	15 rounds.
Magazine capacity	15 rounds.
Maximum effective range.	300 yards.

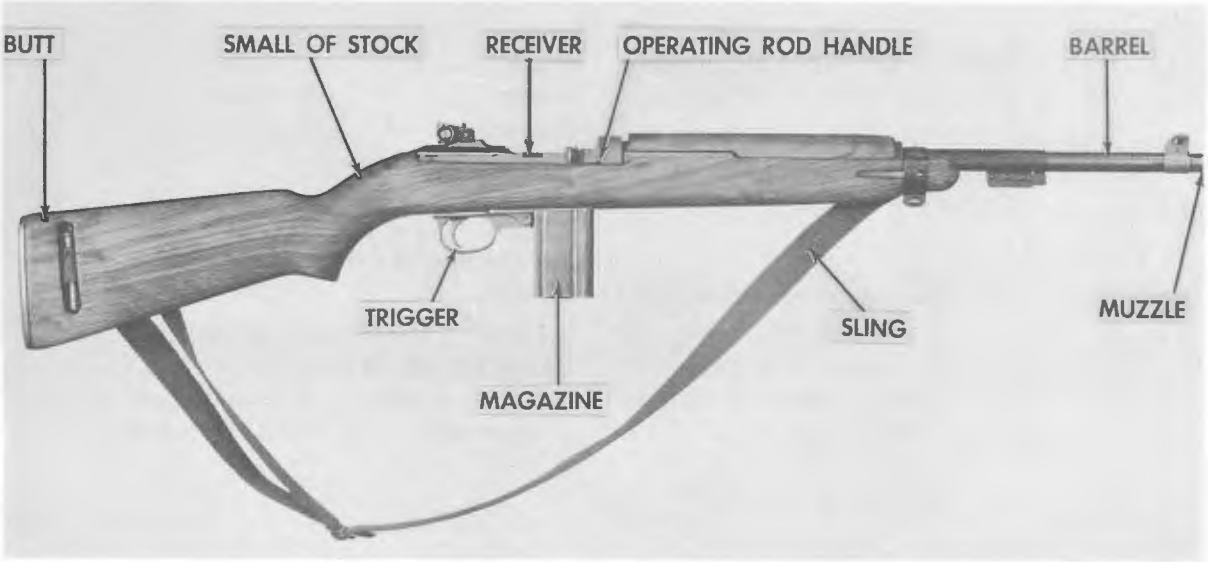

FIGURE 23.—U.S. Carbine, caliber .30, M1, M1A1, M2 and M3.

FIGURE 24.—Browning automatic rifle, caliber .30 M1918A2.

13–31 BROWNING AUTOMATIC RIFLE, CALIBER .30, M1918A2.—*a. Use.*—This weapon, with its high rate of aimed fire, forms the backbone of the naval landing party, construction battalion and NEGDF squads.

b. General data.—

Description	Gas-operated, air-cooled, magazine-fed, semi-automatic or automatic shoulder weapon with bipod.
Length	47 inches.
Weight	19.4 pounds.
Average rate of aimed fire per minute.	40 rounds.
Magazine capacity	20 rounds.
Maximum effective range.	500 yards.

13–32 THOMPSON SUBMACHINE GUN, CALIBER .45, M1A1.—*a. Use.*—This weapon is used as a security weapon aboard ship and at shore stations in special instances.

b. General data.—

Description	Recoil operated, magazine-fed, air-cooled, semiautomatic or automatic shoulder weapon.
Length	31.9 inches.
Weight	10 pounds.
Average rate of aimed fire per minute:	
Semiautomatic	40 rounds.
Automatic	100 rounds.
Magazine capacity (box).	20 rounds.
Maximum effective range:	
Semiautomatic.	200 yards.
Automatic	25 yards.

13–33 SUBMACHINE GUN, CALIBER .45, M3 and M3A1.—*a. Use.*—This weapon is used as a security weapon aboard ship and at shore stations in special instances and in construction battalions.

b. General data.—

Description	Air-cooled, blowback-operated, magazine-fed, automatic shoulder weapon.
Length	29.8 inches.
Weight	10.25 pounds.
Cyclic rate of fire per minute.	450 rounds.
Magazine capacity	30 rounds.
Maximum effective range.	100 yards.

13–34 BROWNING MACHINE GUN, CALIBER .30, M1919A4.—*a. Use.*—This weapon is used by naval landing parties, NEGDF, and construction battalions.

b. General data.—

Description	Recoil-operated, air-cooled, belt-fed, automatic, crew-served weapon.
Length	41.11 inches.
Weight:	
Gun	31 pounds.
Mount (M2)	18.75 pounds.
Maximum sustained rate of fire per minute.	75 rounds.
Maximum effective range.	2,000 yards.

13–35 BROWNING MACHINE GUN, CALIBER .30, M1917A1.—*a. Use.*—Commanding officers who maintain NEGDF may substitute this weapon for the Browning machine gun, caliber .30, M1919A4.

b. General data.—

Description	Recoil-operated, water-cooled, belt-fed, automatic, crew-served weapon.
Length	38.64 inches.
Weight:	
Gun (without water)	32.6 pounds.
Mount (M74)	29.5 pounds.
Maximum sustained rate of fire per minute.	150 rounds.
Maximum effective range.	2,000 yards.

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FIGURE 25.—Browning machine gun, caliber .30 M1919A4.

13–36 REVOLVER, SMITH & WESSON, CALIBER .38.—*a. Use.*—This weapon is the standard side arm for naval aviators and certain other aviation personnel.

b. General data.—

Description	Manual, single or double action.
Length	9.125 inches.
Weight	29 ounces.
Average rate of aimed fire per minute.	6 rounds.
Cylinder capacity	6 rounds.
Maximum effective range.	50 yards.

13–37 SHOTGUNS.—Shotguns are used as security weapons in special instances aboard ship and at shore stations. Since various types are provided, no descriptions are given here.

13–38 PISTOL, CALIBER .22 COLT, ACE.—*a. Use.*—This weapon is used in pistol marksmanship training.

b. General data.—The characteristics of this similar to the automatic pistol, caliber .45, M1911A1.

13–39 U.S. RIFLE, CALIBER .22, MOSSBERG, M44.—*a. Use.*—This weapon is used in rifle marksmanship training.

b. General data.—

Description	Bolt-action, repeating, air-cooled, magazine-fed, shoulder weapon.
Length	40 inches.
Weight	8 pounds.
Magazine capacity	7 rounds.
Maximum effective range.	100 yards.

FIGURE 26.—Browning machine gun, caliber .30 M1917A1.

FIGURE 27.—Revolver, Smith & Wesson, caliber .38.

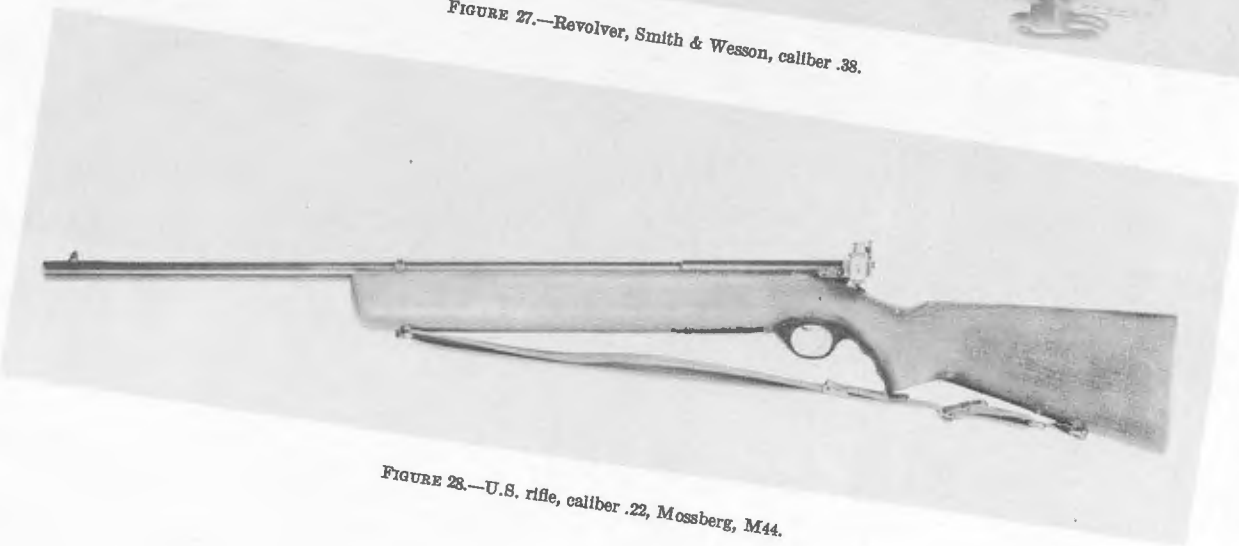

FIGURE 28.—U.S. rifle, caliber .22, Mossberg, M44.

SECTION VI

QUALIFICATION COURSES

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13–40 GENERAL.—*a.* Small arms are fundamental military weapons and all officers and men should be reasonably proficient in their use. They should avail themselves of every opportunity to improve their skill with these basic weapons. Competitive shooting shall be encouraged by all commands and supported to the fullest extent possible.

b. Officers and enlisted personnel are graded in rifle and pistol according to proficiency attained in record firings as experts, sharpshooters, marksmen and unqualified. The unqualified grade includes those who have never fired for record as well as those who have fired and fail to qualify within the current small arms year. All enlisted personnel who fire for record should have an entry to that effect and the grade of qualification received made on the page 5 of the Service Record. The qualifications designated herein are not to be confused with National Rifle Association classifications, since they do not have a common basis.

c. An officer or enlisted man may fire for qualification but once in one small-arms year, unless he fails to qualify as marksman or better. In that event, one additional record firing may be permitted. All personnel should be given the opportunity to fire for expert qualification and medal. Once a record firing is commenced, it must be completed the same day. The object of record firing is twofold: first, to afford a measure of individual proficiency with the weapon; and second, to afford an opportunity to qualify for medals. All men must fire under the same rules, and precautions must be taken to avoid unfairness.

d. Instructors may establish feasible courses for practice firing or may use the record courses listed below. These courses must be used for record firing, but the officer-in-charge may vary or adjust these courses to fit available range conditions (e.g., if 300 yards is the maximum range available, shoot 500 or 600 yard stages at 300 yards with appropriately reduced targets).

e. As a special situation any officer or enlisted man who participates in the Annual TYPE and DISTRICT, Fleet or All Navy individual elimination competition and fires a score over the national match course of 240 for the pistol or 215 for the rifle will have qualified as expert. Match result bulletins will be forwarded to Chief of Naval Personnel, (Attention Pers Ea) for official recording.

13–41 RIFLE COURSES.—

Course A—Rifle National Match Course

Range (yards)	Time limit	Shots	Target	Position	Sling
200	10 min	10	A	Military standing	Parade.
200	50 sec	10	A	Standing to sitting or kneeling.	Loop.
300	60 sec	10	A	Standing to prone	Loop.
600 (or 500)	20 min	20	B	Prone	Loop.

Total shots record firing—50. Maximum score—250.
Qualifying scores: Expert—215, Sharpshooter—200, Marksman—165.

Course B—Rifle Expert Course

Range (yards)	Time limit	Shots	Target	Position	Sling
200	5 min	5	A	Standing	Parade or Hasty.
200	5 min	5	A	Sitting	Loop.
200	5 min	5	A	Kneeling	Loop.
200	50 sec	10	D	Standing to sitting.	Loop.
200	50 sec	10	D	Standing to kneeling.	Loop.
300	60 sec	10	D	Standing to prone	Loop.
600 (or 500)	15 min	15	B	Prone	Loop.

Total shots record firing—60. Maximum score—300.
Qualifying scores: Expert—270, Sharpshooter—250, Marksman—220.

Course C—Carbine Expert Course

Range (yards)	Time limit	Shots	Target	Position (sling not used)
100	50 sec	10 (2 mags, 5 each)	A	Fire 5 rds stand—reload fire 5 rds sitting.
100	50 sec	10 (2 mags, 5 each)	A	Fire 5 rds stand—reload fire 5 rds kneeling.
200	50 sec	10 (2 mags, 5 each)	B	Fire 5 rds stand—reload fire 5 rds sitting.
200	50 sec	10 (2 mags, 5 each)	B	Fire 5 rds stand—reload fire 5 rds kneeling.
200	60 sec	10 (2 mags. 5 each)	B	Standing to prone.

Total shots record firing—50. Maximum score—250.
Qualifying scores: Expert—225, Sharpshooter—200, Marksman—175.

13-42 PISTOL AND REVOLVER COURSES.—

Course D—Pistol and Revolver National Match Course

Range (yards)	Time limit	Shots	Target	Type of fire
50	10 min	10	Standard American 50 yds slow fire	Slow.
25	20 sec	*10	Standard American 25 yds RF & TF.	Timed.
25	10 sec	*10	Standard American 25 yds RF & TF.	Rapid.

*Time allowed is for one 5 shot clip. 2 clips to be fired.
Total shots record firing—30. Maximum score—300.
Qualifying scores: Expert—240, Sharpshooter—225, Marksman—210.

Course E—Pistol and Revolver Expert Course

Range (yards)	Time limit	Shots	Target	Type of fire
25	None	10	Standard American 25 yds RF & TF.	Slow.
25	20 sec	*10	Standard American 25 yds RF & TF.	Timed.
25	15 sec	*10	Standard American 25 yds RF & TF.	Rapid.
15	15 sec	*10	Standard American 25 yds RF & TF.	Rapid.

*Time allowed is for one 5 shot clip. 2 clips to be fired.
Total shots record firing—40. Maximum score—400.
Qualifying scores: Expert—300, Sharpshooter—280, Marksman—220.

13-43 SUBMACHINE GUN COURSE.—

Course F—Submachine Gun Course

Range (yards)	Time limit	Shots	Target	Position	Type of fire
200	10 min	10	B	Prone	Slow.
100	25 sec	10	3 A (1)	Standing to sitting	Semiautomatic.
25	10 sec	15	3 A (2)	Standing, gun at hip until commence firing.	Automatic.

(1) Three targets, rifle A, 10 feet apart. No hit outside of the 4 ring is scored. Fire should be distributed; deduct 10 points for any target not hit inside the 4 ring. In applying penalty, no score shall be less than zero at any one range.
(2) Three targets, rifle A, 5 feet apart. Same scoring and penalties as above.
Total shots record practice—35. Maximum score—175.
Qualifying score—100.

13-44 GROUND MACHINE GUN COURSE.—

Course G—Ground Machine Gun Course

Range (yards)	Time limit	Shots	Target	Type of fire
200	None	10	B	Bursts of 3 to 5.
200	35 sec	20	B	Do.
200	20 sec	20	B	Do.
500	None	10	B	Do.
500	40 sec	20	B	Do.
500	20 sec	20	B	Do.

Total shots record firing—100. Maximum score—500.
Qualifying score—260.

13-45 AUTOMATIC RIFLE COURSE—

Course H—Automatic Rifle Course

Range (yards)	Time limit	Shots	Target	Position	Type of fire
200	10 min	10	B	Prone with sandbag rest.	Single shots.
200	20 sec	10	B	Prone	Semiautomatic.
200	25 sec	*3 strings of 10.	B	Sitting	Do.
500	10 min	10	B	Prone	Single shots.
500	80 sec	40	B	Prone	Semiautomatic.

*25 sec. per string of ten.
Total shots record firing—100. Maximum score—500.
Qualifying score—300.

SECTION VII

COMPETITIONS, TROPHIES AND AWARDS

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13–46 COMPETITIONS.—*a. General.*—(1) All commanding officers are encouraged to conduct rifle and pistol competitions to the fullest extent that time, facilities and ammunition allowances will permit. The object of such competition is to stimulate a greater interest in and to extend the scope of regular small arms training. This will develop individuals to represent the Navy in National and International Competitions. Competitions should be conducted in such a manner as to provide recreation and at the same time promote maximum efficiency in the use of small arms.

(2) The officer conducting a competition or match will designate the executive officer, the range officer, and necessary assisting officials and will provide for all the range services required for conduct of the matches. The executive officer of a competition will be charged with conduct of the matches. He will supervise the officials and the preparation of records and reports and will be in charge of range operations during the firing of the matches. On questions of procedure or interpretation of the rules, the decision of the executive officer is final, except that a written protest corroborating an oral one made during the match will be considered by the officer conducting the match after the executive officer has commented on such protest.

b. Organization and training.—(1) Each separate command or unit afloat or ashore, such as ships, aircraft squadrons, naval bases, stations or shore activities, should organize and train teams authorized in the table below. In small ships or stations where personnel are limited, a division, squadron or base commander may combine the personnel of those units for the purpose of rifle and pistol team organization and training.

(2) The number of individuals or teams which may be organized and trained within a command, unit or activity for individual or team competitions shall be based on the current personnel strength as follows:

Teams per unit or activity strength (officer and enlisted)

	Team authorized in weapon class					Team strength	
	100 or less	100 to 500	500 to 1,000	1,000 to 1,500	1,500 to 2,500	Firing	Alternate
(a) Pistol .22 caliber	1	1	2	3	4	4	2
(b) Rifle .22 caliber	1	1	2	3	4	6	2
(c) Carbine .30 caliber	1	1	1	2	3	6	2
or							
(d) Rifle .30 caliber	1	1	2	3	4	6	2
(e) Revolver .38 caliber	1	1	1	2	3	4	2
or							
(f) Pistol .45 caliber	1	1	2	3	4	4	2

(3) A team shall consist of the number of personnel indicated in the table above and shall include a team captain and a team coach either or both of whom may be firing members or alternates. The alternates are not required in order to maintain a team, but no team may enter a match with less than the number of firing members indicated. Individuals shall be selected for team membership solely on ability, regardless of rank or rate or status as an officer or enlisted man.

c. Arms.—(1) The arms utilized by teams and individuals in official Navy firing will be standard Navy ordnance equipment. It is desirable that arms used by individuals and teams in match firing be especially serviced (Match conditioned) to insure optimum performance. To this end the Bureau of Naval Weapons will make available match conditioned weapons for Fleet, U.S. Navy, and National Match shooters. Also, arms may be match conditioned by authorized individuals or activities, such authorization to be granted by the Chief of Naval Weapons or the Chief of Naval Personnel. The arms used in Fleet and U.S. Navy competitions must conform to current National Trophy Match Regulations.

(2) Nothing in the above regulations shall be construed as prohibiting Navy individuals and teams from using any arm permitted by the regulations governing other than Navy-conducted competitions.

d. Courses and ammunition allowances.—(1) The annual allowances of ammunition per team member for training and matches are indicated in the table as follows:

	Ammunition allowance (rounds)	
	Elimination and training	Each match per individual firing
Pistol .22 caliber	2,400	40
Rifle .22 caliber	6,800	70
Carbine .30 caliber	2,850	40
Rifle .30 caliber	5,200	70
Revolver .38 caliber	2,880	40
Pistol .45 caliber	2,400	40

(2) The Fleet and U.S. Navy individual and team matches, rifle and pistol, will be fired over the National Match Course.

(3) The number of matches to be fired by any individual shooter or team should be limited only by the ammunition allowance for match firing made available annually by the Bureau of Naval Weapons. This allowance should normally provide for twelve matches per year for each team and six matches per year for each individual based on the personnel tables indicated in paragraph 13–46 *b.*(2) above.

(4) The Bureau of Naval Weapons will provide for the annual ammunition allowance for individual and team training and match firing. Ammunition required for Fleet Matches, U.S. Navy Matches, National Matches and National Rifle Association Matches should be provided separately and the expenditure in those matches should not count against the allowance provided for training and other Navy Matches.

(5) Nothing in these regulations shall be construed as prohibiting Navy personnel from using commercial or handloaded ammunition in matches conducted by organizations other than the Navy and where such ammunition is permitted.

e. Individual training and match shooting.—(1) Ammunition may be provided to individuals in proportion to the amounts allowed for teams in paragraph 13–46 *d.*(1) if teams cannot be formed for any reason.

(2) All competitions normally will include both team matches and individual matches.

(3) Members of teams shall be permitted and encouraged to enter individual matches.

(4) Provisions shall be made in all individual matches for the entry of personnel who are qualified, but who are not stationed where opportunity is afforded to be a team member.

(5) Entry fees, travel and per diem expenses for recognized Armed Forces Matches or National Rifle Association registered or approved matches when utilized for training purposes are proper charges against the operating and maintenance allotment of the command. This allotment also may be properly utilized to procure necessary equipment for match shooting that is not otherwise provided by the government.

f. Interunit competitions.—Each commander that organizes and trains as authorized in paragraph 13–46 *b.*(2) may, within the limits of the ammunition allowance authorized in paragraph 13–46 *d.*(1), conduct such training as desired for the purpose of selecting team members and developing one team to represent the command.

g. Local competitions.—(1) Commanding officers of units or activities that develop rifle and pistol teams or individual shooters as authorized in paragraphs 13–46 *b.*(2) and 13–46 *e.* above are encouraged to arrange competitions with friendly foreign nationals, other armed services and reserve components, law enforcement agencies, and with civilian rifle and pistol clubs in their vicinity. It is suggested that such matches should, where possible, be held under the regulations promulgated by the National Rifle Association of America. Navy shooters and teams entered in matches held under other than Navy jurisdiction will conform to the rules and regulations of the host organization in regard to eligibility, conduct of the matches, courses to be fired, arms ammunition and composition of teams. Ammunition from the unit or activity competition allowance may be utilized by Navy shooters entered in such matches.

(2) Navy shooters and teams should be provided opportunities where possible to enter various local, state and regional rifle and pistol matches held under sponsorship of the National Rifle Association and its affiliated clubs.

h. Intertype and interdistrict competitions.—Type commanders, district or river command commandants, or the senior officer present when ships are operating in close proximity may conduct small arms competitions matching teams in each weapon class from the units afloat and/or activities ashore. It is intended that the teams in each weapon class developed by the units in interunit or local competition provided for in paragraphs 13–46 *f.* and *g.* above be afforded the opportunity to compete with teams from other naval commands. A commander or commandant conducting such a competition may invite commanding officers within a reasonable proximity to make team or individual entries from their respective commands. Competitions between teams from units of different types and between teams from shore activities should be conducted by arrangement through the appropriate type commanders and district commanders.

i. Elimination competitions.—(1) Each of the three following competitions (type-district, fleet, navy) shall consist of at least the following:

(*a*) An individual .45 Caliber Pistol Match, National Match Course.

(*b*) An individual .30 Caliber M1 Rifle Match, National Match Course.

(*c*) Team Matches with each of the above weapons over National Match Courses.

(2) Detailed instructions concerning sites, specific match dates, reporting data, etc., will be promulgated by the officer conducting each of the three competitions.

(3) The executive officer, official referee, chief range officer, statistical officer, and target and pit officer will be appointed by the officer conducting the competition. These officials should be experienced match officials.

(4) Individuals normally shall fire in lower level competitions to be eligible for the next higher level. However, authority may be granted to any individual to participate at any level by the officer conducting that competition.

(5) Any individual who is classified by the National Rifle Association as "Master" or who holds a credit toward "Distinguished" designation may fire at any level of competition in the individual events.

(6) Once a team (including alternates) has participated in a designated Navy elimination match, the members thereof cannot be changed except in cases of serious illness, duty, etc., and only upon approval of the officer conducting the competition. Any replacement member will become an alternate with originally-designated alternates becoming firing members.

(7) The Chief of Naval Personnel will promulgate the inclusive dates that each of the three competitions are to be held and designate the host commands.

(8) The rules and regulations governing the competitions shall be the current OPNAV INST 3590.7 (which governs the rules and regulations for the National Matches) supplemented by the Official Rules of the National Rifle Association.

j. Annual type and district competitions.—(1) Each type command, naval district and river command shall conduct an annual competition matching individuals and teams from the activities and units assigned for the purpose of selecting individuals and teams to be sent to the annual Fleet Competitions.

(2) It is intended that the best individuals and teams developed in interunit and local competitions be provided with the opportunity to compete in these matches and that they be given the opportunity of firing in the Fleet Competitions, if so selected by the officer conducting the local matches. The number of individuals and teams selected to represent the command at Fleet level will be decided by the command concerned unless the officer conducting the Fleet competitions restricts the number due to range limitations.

k. Fleet competition.—(1) The Commanders-in-Chiefs of the Atlantic and Pacific Fleets shall hold an annual Fleet Competition matching individuals and teams from the competitions held in accordance with paragraph 13–47–*j.* above.

(2) Atlantic Fleet Competitions shall consist of representatives from each Atlantic Fleet Type Commander, COMONE, COMTHREE, COMFOUR, COMFIVE, COMSIX, COMEIGHT, COMNINE, COMTEN, COM-

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FIFTEEN, PRNC–SRNC, Chiefs of Air Training Commands, and CINCNELM.

(3) Pacific Fleet Competitions shall consist of representatives from each Pacific Fleet Type Command, COMNAVJAPAN, COMNAVPHIL, COMNAVMARINAS, COMELEVEN, COMTWELVE, COMTHIRTEEN, COMFOURTEEN, and COMSEVENTEEN.

l. U.S. Navy competition.—(1) The Chief of Naval Personnel shall designate CINCLANTFLT or CINCPACFLT to hold the annual All Navy competition.

(2) The winning and second place teams (plus alternates) for rifle and pistol and the twelve high individuals not on the two top teams in each of the fleet competitions are authorized by the Chief of Naval Personnel to compete in the All Navy rifle and pistol competition.

(3) A Combat Rifle Team Match will be held between teams representing the Atlantic and Pacific Fleets. This match shall be conducted in accordance with the National Infantry Trophy Match rules.

13–47 TROPHIES. *a. Fleet trophies.*—The Commander-in-Chief of each Fleet will award Fleet trophies to the team making the highest aggregate score in the Fleet Rifle Match and Fleet Pistol Match. The name of the winning ship, unit, base or station will be engraved on the trophy as soon as practicable after its receipt. The commanding officer concerned will request an allotment of funds from the Chief of Naval Personnel to cover the cost of the engraving. The trophies will be retained by the winning unit until 30 days prior to the next Fleet Competition when they will be returned to the Commander-in-Chief for future award.

b. U.S. Navy trophies.—The Chief of Naval Personnel will award to the team making the highest aggregate score in each U.S. Navy Rifle Match and U.S. Navy Pistol Match a U.S. Navy Trophy. The U.S. Navy Rifle and Pistol Trophies will be transferred upon completion of the matches for which they are awarded to the appropriate flagship or naval district headquarters of the winning team. The name of the winning Fleet, Naval District, or River Command will be engraved on the trophy. Trophies will be retained by the winning flagship or headquarters until thirty days prior to the next U.S. Navy Matches when they will be returned to the Chief of Naval Personnel for future award.

c. Chief of Naval Operations Trophy.—The Chief of Naval Operations Trophy, known as "Burke's Bonnet," will be awarded to the winning team in the Combat Rifle Team Match. One Atlantic Fleet and one Pacific Fleet Team will compete. Retention, engraving, etc., of this trophy will be the same as that specified for U.S. Navy Trophies.

d. Secretary of the Navy Individual Trophies.—The Chief of Naval Personnel has been authorized to award service weapons in the name of the Secretary of the Navy as individual trophies to Fleet and All-Navy Match winners. These trophies will be provided by the Chief of the Bureau of Naval Weapons and will be match conditioned. An individual may be awarded but one SecNav Rifle and one SecNav Pistol in any one year. If the winner has already received such a trophy, it will be passed down to the next eligible competitor.

13–48 AWARDS.—*a. Excellence-in-Competition Badges.*—(1) The Chief of Naval Personnel will provide the officers conducting the Fleet and All-Navy Matches with Excellence-in-Competition Badges to be awarded to qualifying individuals. Engraving of these badges will be provided by the Chief of Naval Personnel. The awarding of these badges also carries a credit toward Distinguished designation.

(2) Persons designated Distinguished are not eligible to compete for badges but will compete for place only.

(3) The top 10 percent of the nondistinguished enlisted competitors shall determine the cut-off score for the awarding of Excellence-in-Competition Badges. In determining the 10 percent, any fraction will be considered another whole number and all nondistinguished competitors who equal or better the cut-off score shall be awarded badges.

(4) All nondistinguished competitors, officer and enlisted, shall be ranked on a consolidated list in the order of their individual aggregate score attained while firing in the individual matches. All above the cut-off score shall be award winners.

(5) Badges will be awarded in the following proportions: the top 1/6 of the award winners (to the nearest whole number) will receive gold badges; the next 1/3 of the award winners will receive silver badges; the remaining 1/2 of the award winners will receive bronze badges.

(6) Badges will be awarded, as follows, to firing members of teams whose average scores are 260 or better for the pistol and 230 or better for the rifle: to the winning team—gold badges; to the second place team—silver badges; to the third and subsequent place teams—bronze badges. However, place badges will not be awarded to more than 10 percent of the number of teams participating except that if otherwise eligible, first and second place badges will be awarded regardless of the number of teams entered. An individual may be awarded only one Navy team badge for each weapon.

(7) Excellence-in-Competition Badges will not be awarded for the third credit earned toward the Distinguished Badge. The Distinguished Badge will be awarded when the third credit is earned.

(8) Personnel who have been awarded a National Trophy Match Medal will be issued a Navy Excellence-in-Competition Badge for wear on the uniform, subject to paragraph 13–48 *a.* (8) above. This badge is identical to the Fleet Badge except that the word "National" replaces the word "Fleet".

(9) When more than one Excellence-in-Competition badge is won at a Fleet, All Navy or National Trophy Match for the same arm by an individual who is entitled to receive only one more badge (see 13–48 *a.* (8) above), the individual may choose which badge he is to receive.

(10) The Chief of Naval Personnel may award an Excellence-in-Competition Badge for any outstanding marksmanship attainment which he deems worthy.

b. Distinguished Marksman and Distinguished Pistol Shot.—(1) In order to qualify for the designation as Distinguished Marksman or Distinguished Pistol Shot and the award of the applicable Navy Distinguished Badge, the applicant must have attained three Excellence-in-Competition Awards. These awards may have been attained in Fleet, All Navy or National individual or team competitions. One award will be recognized if received in another Armed Service or National Board for the Promotion of Rifle Practice leg matches, the other two must have been obtained in Navy or National matches.

(2) A badge or award won for other outstanding marksmanship attainment may be considered worthy and accepted as a credit toward Distinguished by the Chief of Naval Personnel.

(3) An individual who has been awarded three credits toward Distinguished will automatically be designated Distinguished by the chief of Naval Personnel and a suitable engraved Distinguished Badge will be awarded.

c. Participation in other matches awarding Distinguished credits.—(1) Naval personnel may compete, on invitation, in appropriate matches conducted by other of the U.S. Armed Services under the same rules and regulations as may be prescribed for other competitors.

(2) Naval Personnel may compete in National Board for the Promotion of Rifle Practice leg matches held at National Rifle Association Regional Matches in accordance with the rules promulgated therefor.

(3) Individuals who receive Distinguished credits at the above matches will be awarded not more than one leg toward Navy Distinguished as adjudicated by the Chief of Naval Personnel.

(4) Personnel who have been adjudicated one such leg by the Chief of Naval Personnel will be awarded an Excellence-in-Competition Badge suitable to the level of competition at which the credit was obtained. The badge will be gold, silver, or bronze in accordance with the individual's relative standing among the award winners.

d. Qualification for Expert Medals.—(1) One Expert Medal (Rifle and/or Pistol) will be awarded to each officer or enlisted man who qualifies by firing the weapon over one of the prescribed courses and meets the required score. Requests for individual Expert Medals should be submitted by commanding officers as occurring by forwarding a completed Small Arms Sheet No. 2 to the Chief of Naval Personnel (Pers–E3). Medals will not be issued for personnel who have received them for previous qualification.

(2) Normally, medals will be awarded to naval personnel for qualifying in Navy courses only; however, personnel who qualify as expert in matches sponsored by other services may request consideration for Navy designation from the Chief of Naval Personnel.

(3) The duration of qualification as Expert Rifleman or Expert Pistol Shot is 4 years. If an individual fails to requalify as expert during the 4-year period subsequent to his previous qualification he will cease to wear the ribbon. If he fires for record during this 4-year period and fails to requalify, he will cease to wear the ribbon. A person who has successfully qualified for expert on three separate occasions in accordance with the regulations promulgated herein may wear the ribbon or medal permanently and is no longer required to requalify.

(4) Whenever a small arms qualification medal shall have been lost, destroyed, or rendered unfit for use, without fault or neglect on the part of the recipient, it shall be replaced without charge.

SECTION VIII

REPORTS, RECORDS AND FORMS

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13–49 REPORT OF RIFLE AND PISTOL MATCHES. (OPNAV REPORT SYMBOL 3574–3).—*a.* Immediately upon completion of a Fleet or U.S. Navy rifle and pistol competition, the officer conducting the competition shall submit to the Chief of Naval Personnel (copy to CNO) a letter report for each match fired giving the following information:

(1) Date and place of each match.

(2) Name, unit or organization of winning team and aggregate score.

(3) Name, rank or rate and aggregate score of each team member of the winning or placing teams in team matches. Name, rank or rate and aggregate score of each individual medal winner in individual matches.

(4) List name, unit or station of other competing teams, their aggregate scores and standing in team matches.

(5) The letter shall comment upon the conduct of the competition and provide any item of interest in regard to small arms training and team organization.

b. In addition, a similar appropriate report shall be submitted to the Chief of Naval Personnel describing the results of local, intertype, interdistrict and other competitions in which naval personnel or teams participate. Such report will be submitted by the officer conducting the competition, if it is a Navy-conducted match; otherwise, it will be submitted by the command whose personnel and/or teams participated.

13–50 RECORD SCORES.—*a.* Record firing scoring will be done in accordance with NRA rules and will be the responsibility of the executive officer of the match.

b. Upon completion of record firing, the officer conducting the competition shall insure that Small Arms Sheet 2 is completed and that the original is forwarded to the Chief of Naval Personnel, with copies as necessary to the command of each man listed thereon. The instructions for completing the form are printed on the back. The form is to be signed by the officer or petty officer conducting the firing, and only one signature is required. Small Arms Sheet 1 is no longer required.

13–51 ENTRIES IN SERVICE RECORDS.—Entries in service records (page 5) of enlisted men are made by the commanding officer upon receipt of Small Arms Sheet 2. The entries should simply show the name of the ship or station, the date and the nature of the qualification. If a man fires but fails to qualify, this fact should also be entered since it affects his eligibility to fire again during a gunnery year. In case of officers, this information is forwarded to the Chief of Naval Personnel for inclusion in the officers' jackets.

13–52 FORMS.—Small Arms Sheet 2 may be obtained from the nearest Naval District Publication and Printing Office.

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SECTION IX

TARGET MATERIALS AND SHOOTING EQUIPMENT

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13–53 TARGET MATERIALS.—The Navy stocks certain standard items of target material which may be requested on requisition forms in the manner prescribed in the Bureau of Supplies and Accounts Manual, paragraph 23027 or 33600. Requisitions should be addressed to (a) Officer-in-Charge, Ordnance Supply Depot, NSC, Norfolk, Va., (b) Officer-in-Charge, Ordnance Supply Depot, NSC, Oakland, Calif., or (c) Officer-in-Charge, Ordnance Supply Depot, NSC, Pearl Harbor, Hawaii. Activities requesting nonstandard items must obtain approval of request addressed to Chief of Naval Operations.

STANDARD MATERIALS STOCKED IN NAVY SUPPLY DEPOTS

CENTER, REPAIR TARGET, A–C (For Carbine Marksmanship)
CENTER, REPAIR TARGET, B–C (For Carbine Marksmanship)
CENTER, REPAIR TARGET, D–C (Repair Rifle D Target)
CLOTH, TARGET, 72″, yards
DISK, TARGET SPOTTER, 3″
DISK, TARGET SPOTTER, 5″
DISK, TARGET SPOTTER, 10″
FRAME, TARGET, 6 x 6 ft., COMPLETE
MARKER, TARGET, SHORT RANGE, COMPLETE
MARKER, TARGET, MID RANGE, COMPLETE
PASTE, TARGET, DRY, LBS
PASTER, TARGET, BLACK, ENVELOPE OF 10,000
PASTER, TARGET, BUFF, ENVELOPE OF 10,000
SPINDLE, TARGET SPOTTER
TARGET, PISTOL, L
TARGET, PISTOL, 25 YARD, STANDARD AMERICAN
TARGET, PISTOL, 50 YARD, STANDARD AMERICAN
TARGET, RIFLE A
TARGET, RIFLE B
TARGET, RIFLE D

SMALL BORE TARGETS

(For preparatory marksmanship training)

TARGET, GALLERY RIFLE, SB–A–2 (miniature A Target)
TARGET, GALLERY RIFLE, SB–D–2 (miniature D Target)
TARGET, GALLERY RIFLE, OFFICIAL 50 FT.
TARGET, GALLERY PISTOL, OFFICIAL 50 FT. B–2 (Slow Fire)
TARGET, GALLERY PISTOL, OFFICIAL 50 FT. B–3 (Rapid Fire)

13–54 TARGETS.—The specifications of dimensions of most targets, together with the values of the hits in their divisions, are given in the Official National Rifle Association Rule Books. Some of the less common ones are as follows:

a. Target, Rifle D, used for rapid fire in .30 caliber rifle firing at 200 and 300 yards, rings as follows:

26″ x 19″ silhouette	Value 5.
34″ x 37″ silhouette	Value 4.
51″ x 51″ silhouette	Value 3.
Remainder of target 6′ x 6′ rectangle.	Value 2.

b. Target, gallery rifle, SG–A–2 (miniature A target), used at 50 feet for .22-caliber rifle fire.

0.83 inch	Value 5.
2.17 inches	Value 4.
3.87 inches	Value 3.
4″ x 6″ rectangle	Value 2.

c. Target, gallery rifle, SG–D–2 (miniature D target), used at 50 feet for .22-caliber rifle, rapid firing.

2.16″ x 1.59″ silhouette-------Value 5.
2.80″ x 3.08″ silhouette-------Value 4.
4.16″ x 4.25″ silhouette-------Value 3.
6″ x 6″ rectangle----------Value 2.

13–55 SHOOTING EQUIPMENT.—A shooting coat and glove assist the shooter by protecting his elbows, shoulder, and hand. There are many types of this equipment available commercially. Other equipment that shooters find useful includes the following: carbide lamp (for blackening sights); shooting glasses (protect the eyes); telescope (for spotting shots and reading wind mirage); stool (use while shooting standing, scoring, etc.); ammunition belt (must be used during rapid fire); score book (to record rifle performance), etc.

LANDING PARTY MANUAL

UNITED STATES NAVY

1960

CHAPTER 14

GLOSSARY OF COMMON MILITARY TERMS

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GLOSSARY OF COMMON MILITARY TERMS

ADMINISTRATIVE PLAN OR ORDER.—A combat plan or order relating to and accompanying the operation plan or order for a tactical operation, setting forth information and instructions governing the logistical and administrative support of the operation.

ADVANCE.—The forward movement of a unit toward the enemy.

ADVANCE BY BOUNDS.—An advance controlled by the assignment of successive objectives, usually from one terrain feature to the next.

ADVANCE BY ECHELON.—An advance of a unit by successive movement of its component elements.

ADVANCE GUARD.—A security element that precedes and protects the main body of a force marching toward the enemy, whatever its formation, and covers its deployment for action when contact is made.

ADVANCE PARTY.—A security element organic to the advance guard that precedes and protects the support.

ALINEMENT.—The formation in a straight line of several elements.

ALTERNATE FIRING POSITION.—A firing position, other than the primary firing position, from which the primary fire mission can be accomplished.

ANNEX.—A document appended to and forming a part of a complete plan, order, or other document.

APPROACH MARCH.—The advance toward the enemy from the point where the zone of hostile artillery or other distant fire is entered, up to the point where it becomes necessary for the advancing infantry units to return the enemy fire in order to continue without undue losses.

ASSAULT.—The final step of the attack phase; the rush to close combat with the enemy and to drive him out in hand-to-hand combat, with the extensive use of the bayonet and grenades.

ASSAULT POSITION.—A position located between the line of departure and the objective where, as assault elements pass through, supporting fires are shifted and the assault is commenced.

ASSEMBLY AREA.—An area in which elements of a command are assembled preparatory to further action.

ATTACHED.—A unit is attached to another when command, and operational and administrative control of the attached unit passes from its parent unit to the commander of the unit to which attachment is made.

ATTACK.—A phase of offensive combat; offensive action directed against the enemy with the intent to kill, capture, or drive him from his position.

ATTACK POSITION.—The most forward covered and concealed position in rear of the line of departure occupied by assault units for the minimum amount of time necessary to coordinate final details and preparations for the attack.

AZIMUTH.—A direction in a horizontal plane.

BARRAGE.—Final protective fires of indirect fire weapons.

BASE (BASE UNIT).—The element or unit in a tactical operation around which a movement or maneuver is planned and performed.

BASE OF FIRE.—One or more units that give supporting fire to an attacking unit and serve as the base around which attack operations are carried out.

BATTLE POSITION.—The position on which the main effort of defense is, or is to be made.

BEACHHEAD.—A designated area on a hostile shore which, when seized and held, insures the continuous landing of troops and materiel, and provides maneuver space requisite for subsequent projected operations ashore; the physical objective of an amphibious operation.

BEATEN ZONE.—The area on the ground or target on which the shots forming the cone of dispersion strike.

BRIDGEHEAD.—A position or area on the hostile side of a river or defile that is established by advance troops of an attacking force

to protect and cover the crossing of the main body over the river or defile, or as a base for further operations.

BURST OF FIRE.—A number of shots fired automatically with a single pressure of the trigger.

CENTER.—The middle point or element of a formation.

CHECK POINT.—An easily identifiable point on the terrain used either to control movement or as a reference point for reporting locations of friendly units.

CLOSE AIR SUPPORT.—Air operations against the enemy executed at very close range to friendly front lines.

COLUMN.—A formation in which elements are placed one behind another.

COMBAT ORDER.—An order issued by a commander for a combat operation, carrying with it the obligation of immediate execution, or execution at a specified time or date.

COMBAT PLAN.—A plan issued by a commander for a combat operation, which may be effective immediately for planning purposes or for specified preparatory action, but is not put into execution until directed by the commander in a separate order of execution, or until certain specified conditions are determined to exist. When its execution is directed, a combat plan becomes, in effect, a combat order.

COMBAT OUTPOST.—A security element for a regimental defensive position which is located approximately 1,000–2,500 yards forward of the main line of resistance.

COMBAT PATROL.—A patrol whose primary mission is to engage actively in combat with the enemy, with a secondary mission of gaining information about the enemy and the terrain.

COMMAND POST.—The station of a unit's headquarters, where the commander and the staff perform their activities.

CONCEALMENT.—Any object affording protection from observation by the enemy.

CONCENTRATION.—A prearranged fire mission for indirect fire weapons at a point either forward or in the rear of the main line of resistance.

CONNECTING ELEMENT.—A file or group whose mission is to maintain contact between elements of a command.

CONSOLIDATION.—A phase of offensive combat consisting of the hasty assumption of the defense and reorganization on the seized objective.

CORRIDOR.—A terrain compartment whose long axis lies parallel to the direction of movement of a force operating therein.

COUNTERATTACK.—An attack by a part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of his purpose in attacking.

COUNTER SLOPE.—The forward slope of elevated terrain immediately behind the main line of resistance.

COVER.—Any object affording protection from enemy fire.

CRITICAL TERRAIN.—Terrain, the possession of which is vital to the accomplishment of the mission.

CROSS COMPARTMENT.—A terrain compartment whose long axis lies across the direction of movement of a force operating therein.

DANGER SPACE.—The area between the muzzle of a direct fire weapon and the point of impact of its projectile, and between the ground and that part of the trajectory which is not above the height of an average standing man (68 inches).

D-DAY.—The day on which an operation commences, or is to commence.

DEAD SPACE.—The area within the maximum range of a weapon which cannot be covered by fire from a particular position because of intervening obstacles, or because of the nature of the ground.

DEBARKATION.—The unloading of troops, equipment, or supplies from a ship or aircraft.

DEFILADE.—A position protected from hostile ground observation and fire by a mask.

DEFILE.—A narrow place or space, such as a mountain pass, ford or bridge, that restricts the advance of a force on a wide front or its movement to the sides.

DELAYING ACTION.—A form of defensive action employed to slow up the enemy's advance and gain time without fighting a decisive engagement.

DEPLOYMENT.—An extension of width and/or depth or a unit.

DEPTH.—The distance from front to rear of an element, formation or position.

DIRECT FIRE.—Fire delivered by a weapon sighted directly at the target.

DIRECT SUPPORT.—A unit is in direct support of another when operational control of the direct support unit passes from its parent unit to the commander of the unit supported, but command and administrative control is retained by the parent unit. When the supported unit does not require the services of the direct support on it, the parent unit may employ it elsewhere, but the supported unit always has priority.

DISPERSION.—The spreading of troops and materiel over a wide area in order to avoid offering the enemy a concentrated target; a scattered pattern of hits of bombs dropped under identical conditions, or of shots fired from the same gun with the same firing data.

DISPLACEMENT.—The movement of supporting weapons or elements from one position to another.

DISTANCE.—The length of space between elements in the direction of depth.

DUMP.—An area used for the temporary storage and disbursing of military supplies.

ECHELON.—A subdivision of a headquarters (e.g., forward echelon, rear echelon); a separate level of command (e.g., as compared to a regiment, a division is a higher echelon and a battalion is a lower echelon); a fraction of a command in the direction of depth, to which a principal combat mission is assigned (e.g., attack echelon, support echelon, reserve echelon); a formation in which the elements are placed one behind another, extending beyond and unmasking one another wholly or in part.

ELEMENT.—An individual, squad, section, platoon or other unit which is part of a larger unit.

EMBARKATION.—The loading of troops, equipment, or supplies into a ship or aircraft.

EMPLACEMENT.—A prepared position from which a weapon executes its fire mission.

ENFILADE FIRE.—Fire delivered in such a manner that the long axis of the beaten zone corresponds with the long axis of the target.

ENVELOPMENT.—An attack made on one or both of the enemy's flanks or rear, usually accompanied by an attack on his front.

EVACUATION.—The process of moving casualties from a battlefield and subsequently of moving them along the chain of evacuation, as necessary; the clearance of personnel and/or materiel from a given locality.

EXPLOITATION.—The last phase of offensive combat, which follows the reorganization of the attacking unit on the objective, in which the attacking unit may be directed to continue the attack, pursue the enemy, or mop-up.

FIELD FORTIFICATIONS.—Entrenchments, emplacements, and obstacles constructed in the field to increase the natural defensive strength of the terrain.

FIELD OF FIRE.—The area that a weapon or group of weapons covers effectively with fire.

FILE.—A single column of men or vehicles one behind the other.

FINAL PROTECTIVE LINE.—A predetermined line along which, in order to stop enemy assaults, interlocking bands of grazing fire are placed from all available weapons, fixed in direction and elevation, and capable of delivery under any condition of visibility.

FIRE AND MANEUVER.—The close coordination of the movement of a unit with its own fire, or the fire of supporting weapons, which enables a portion of the unit to move forward while the remaining portion covers the forward movement by fire.

FIRE CONTROL.—All operations connected with the preparation and application of fire to a target.

FIRE DISCIPLINE.—The state of order, coolness, efficiency and obedience existing among troops engaged in a fire fight.

FIRE MISSION.—A target assigned to a unit or weapon with instructions as to the time and method of firing and placing fire on such target.

FIRE UNIT.—A unit whose fire is under the immediate and effective control of one leader.

FIXED FIRE.—Fire delivered on a point target.

FLANK.—The right or left extremity of a unit; the element on the extreme right or left of the line; a direction at a right angle to the direction a unit is facing.

FLANK GUARD.—A security detachment which protects the flank of a body of troops on the march.

FLANKING FIRE.—Fire delivered perpendicular to the enemy flank.

FLAT TRAJECTORY.—A trajectory having little or no curvature.

FORMATION.—The arrangement of elements of a command in any prescribed manner.

FORWARD SLOPE.—The slope of elevated terrain in the direction of the enemy.

FRONT.—The line of contact of two opposing forces; the length of space of an element or formation measured from one flank to the other; the direction of the enemy.

FRONTAL FIRE.—Fire delivered perpendicular to the enemy front.

GENERAL OUTPOST.—A security element for a division defensive position which is located approximately 6,000–12,000 yards forward of the main line of resistance.

GENERAL SUPPORT.—A unit is in general support of another when command, and operational and administrative control of the general support unit is retained by its parent unit. No subdivision of the parent unit has priority on the services of the general support unit, and its commander provides support to the parent unit as a whole.

GRAZING FIRE.—Fire in which the trajectory does not rise higher than the height of a man standing.

GROUND ZERO.—The point on the ground at or directly above which a nuclear weapon has exploded.

GUIDE.—The individual or unit upon which a formation, or elements thereof, regulates its movement.

HEAD.—The leading element of a column.

H-HOUR.—The term customarily used to designate the hour for an attack to be launched, for an assault wave to land, or for a movement to begin.

INDIRECT FIRE.—Fire delivered at a target that cannot be seen from the gun position.

INFILTRATE.—To pass troops in relatively small numbers through openings in the enemy position or his field of fire or through territory occupied by other troops or organizations.

INITIAL POINT.—A place at which the various subdivisions of a command are required to arrive at the proper time to join a marching column.

INTERVAL.—The length of space between elements in the direction of width.

LEFT (RIGHT).—The extreme left (right) element or edge of a body of troops, in relation to the enemy, regardless of the direction in which the body of troops is facing.

LIMITING POINT.—The point along a line of resistance where the responsibility of one unit stops and that of another begins.

LINE.—A formation in which troops, vehicles or units are abreast of one another.

LINE OF DEPARTURE.—A line designated to coordinate the departure of attack elements.

LISTENING POST.—A one or two-man post located forward of the battle position for the purpose of listening for enemy activity.

LOCAL SECURITY.—A security element, independent of any outpost, established by a commander to protect his unit against surprise and to insure its readiness for action.

MAIN ATTACK.—That part of the attack where the commander concentrates the greater portion of offensive power.

MAIN LINE OF RESISTANCE.—An imaginary line along the forward edge of the battle position designed to coordinate the fires of all units and supporting weapons.

MARCH OUTPOST.—A security echelon established by a unit on the march during short halts.

MASK.—Any natural or artificial obstruction which affords shelter from or interferes with observation or fire.

MAXIMUM ORDINATE.—The highest point of a trajectory.

MILITARY CREST.—The highest point near the top of a slope from which the entire valley below is visible.

MISSION.—The specific task or duty assigned to an individual, weapon, or unit.

NAVAL EMERGENCY GROUND DEFENSE FORCE (NEFDF).—A force of naval personnel taken from the regular complement of a shore station and organized as infantry or military police.

NAVAL LANDING PARTY.—A force of naval personnel organized from a ship's complement for the conduct of ground-force operations ashore.

OBJECTIVE.—The physical object of the action taken or the effect desired.

OBLIQUE FIRE.—Fire delivered from a direction that is diagonal to the long axis of the target, or on an enemy from a direction which is between his front and flank.

OBSERVATION POST.—A point selected for the observation and control of gunfire, or for observation of enemy activity.

OBSTACLE.—Any barrier, natural or artificial, which stops or impedes the movement of a unit.

OPERATION PLAN OR ORDER.—A combat plan or order dealing with tactical operations, and setting forth the mission of the unit, the commander's decision and plan of action, and such details as to the method of execution as will insure coordinated action by the whole command.

ORGANIC.—Assigned to and forming an essential part of a military organization.

OUTGUARD.—The principal security element of a combat outpost.

OUTPOST.—A stationary body of troops placed at some distance from the main body, while at a halt or in a defensive position, to protect the main body from surprise, observation or annoyance by enemy ground forces.

OUTPOST LINE OF RESISTANCE.—A line passing through the forward edge of the outpost positions and designed to coordinate the fires of the elements of the outpost and its supporting fires.

OVERHEAD FIRE.—Fire delivered over the heads of friendly troops.

OVERLAY.—A record on a transparent medium to be superimposed on another record.

PASSAGE OF LINES.—A rearrangement of units in which the rear unit moves forward through the already established line, while the replaced unit remains in position or moves to the rear.

PATROL.—A detachment sent out by a larger unit for the purpose of gathering information or carrying out a destructive, harassing, mopping-up, or security mission.

PENETRATION.—An attack which passes the main attack through the enemy's principal defensive position.

PHASE LINE.—A line used for control and coordination of military operations, usually a terrain feature extending across the zone of action.

PIECE.—Any firearm.

PLUNGING FIRE.—Fire which strikes the ground at a sharp angle.

POINT.—The security element which forms the leading element of an advanced guard, or the rear element of the rear guard.

POINT OF DEPARTURE.—The point on the line of departure at which an attacking force in column crosses.

POSITION.—The location of a gun, unit, or individual from which fire can be delivered upon a given target.

POST.—The prescribed limits of a sentry's responsibility.

PRIMARY FIRE MISSION.—The principal or most important fire mission assigned to a unit or weapon.

PROBABLE LINE OF DEPLOYMENT.—The location on the ground where the commander of a force in a night attack plans to complete final deployment prior to moving out with squads as skirmishers.

PRIMARY FIRING POSITION.—The best available position from which the primary fire mission of a weapon, individual, unit or units is executed.

PRIMARY MISSION.—The principal or most important mission assigned to an individual, weapon, unit or units.

PRIMARY TARGET AREA.—The target area assigned as the principal fire mission of a weapon or unit.

PROTECTIVE FIRE.—Fire delivered by supporting weapons and directed against the enemy for the purpose of hindering his fire or movement against friendly attacking units.

RAID.—An operation, usually small scale, involving a swift penetration of hostile territory to secure information, confuse the enemy, or to destroy his installations, and ending with a a planned withdrawal upon completion of the assigned mission.

RANK.—A line of men or vehicles placed side by side.

REAR.—The direction away from the enemy; the area in the rear of the combat and forward areas.

REAR GUARD.—The security element that follows and protects the rear of a marching force.

RECONNAISSANCE PATROL.—A patrol whose mission is to gain information about the enemy and the terrain, engaging the enemy in combat only to protect the patrol or to insure accomplishment of the mission.

RELEASE POINT.—A point at which a higher command releases control of a unit to its commander.

RELIEF OF LINES.—A rearrangement of units in which the rear unit moves forward to the battle position, occupies the defensive positions there, while the forward unit in the battle position relinquishes these positions and moves to the rear.

RESERVE.—An element of the battalion or higher unit, held initially under the control of the commander as a maneuvering element to influence future action.

RETIREMENT.—An operation in which a force withdraws without enemy pressure to avoid combat under the existing situation.

RETROGRADE MOVEMENT.—Any movement of a command to the rear, or away from the enemy, including a withdrawal, retirement or delaying action.

REVERSE SLOPE.—Any slope which decends away from the enemy.

RIGHT (LEFT).—The extreme right (left) element or edge of a body of troops, in relation to the enemy, regardless of the direction in which the body of troops is facing.

ROAD BLOCK.—A barrier or obstacle to block or limit the movement of hostile vehicles along a road.

ROUTE MARCH.—The advance in column on roads.

SEARCHING FIRE.—Fire distributed in depth by successive changes of elevation of a weapon.

SECONDARY FIRE MISSION.—A fire mission subordinate to the primary fire mission.

SECONDARY TARGET AREA.—The target area assigned as the fire mission subordinate to the primary fire mission of a weapon or unit.

SECONDARY MISSION.—A mission subordinate to the primary mission.

SECTOR.—A clearly defined area which a given unit protects or covers with fire.

SECTOR OF FIRE.—A section of terrain, designated by boundaries, assigned to a unit or to a weapon to cover by fire.

SECURITY.—Measures taken by a command to protect itself from espionage, observation, sabotage, annoyance, or surprise; a condition which results from the establishment and maintenance of protective measures which insure a state of inviolability from hostile acts or influences.

SHOCK ACTION.—Actual hand-to-hand combat between opposing troops; an offensive movement by fast-moving forces in which they tend to overrun the enemy by the force of their own momentum.

SKETCH.—A hasty pictorial drawing showing only desired map features and objects in relative position, usually for a specific use.

SKIRMISHERS.—A line of troops in extended order during a tactical exercise or attack.

SUPPLEMENTARY FIRING POSITION.—A position assigned to a unit or weapon to accomplish fire missions other than those to be accomplished from the primary or alternate positions.

SUPPLY POINT.—A general term to describe any point where supplies are issued: e.g., a depot, railhead, truckhead, airhead, or navigation-head.

SUPPORT.—The action of a force which aids, protects, complements, or sustains another force in accordance with a directive requiring such action; a unit which helps another unit in battle; the reserve of a rifle company or platoon in the attack or defense; an element of a command that assists, protects, or supplies other forces in combat.

SUPPORTING FIRE.—Fire delivered by weapons of supporting units to assist or protect a unit in combat.

SUPPORTING WEAPONS.—Weapons other than those with which a rifle unit is normally equipped.

TERRAIN.—An area of ground, considered as to its extent and natural features, in relation to its use in a particular operation.

TERRAIN COMPARTMENT.—An area of terrain enclosed on at least two sides by prominent terrain features, such as ridge lines, woods, or water courses, that protect it from hostile observation or flat trajectory fire from outside the compartment.

TOPOGRAPHICAL CREST.—The highest point on a piece of elevated terrain.

TRAJECTORY.—The path described by any projectile in flight.

TRAVERSING FIRE.—Fire distributed in width by successive changes in direction of a weapon.

UNIT.—Any military force having a prescribed organization.

UNIT OF FIRE.—A unit of measure for ammunition supply. It represents a specific number of rounds of ammunition per weapon, which varies with the type and calibers of weapons. It is not synonymous with a day of supply.

V FORMATION.—A tactical formation in the form of a V with the point away from the enemy; a formation with elements in echelon to the right and left front.

WEDGE FORMATION.—A tactical formation in the form of a V with the point toward the enemy; a formation with elements in echelon to the right and left front.

WITHDRAWAL.—A retrograde movement whereby a force disengages from an enemy force in accordance with the will of the commander.

ZONE OF ACTION.—A geographical area within which a military unit is to act, and for which it is responsible.

ZONE OF FIRE.—An area with which a particular unit delivers, or is prepared to deliver, fire.

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